

99¢

STAR WARS

RETURN OF THE JEDI

MONSTER ACTIVITY BOOK™

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RETURN OF THE JEDI

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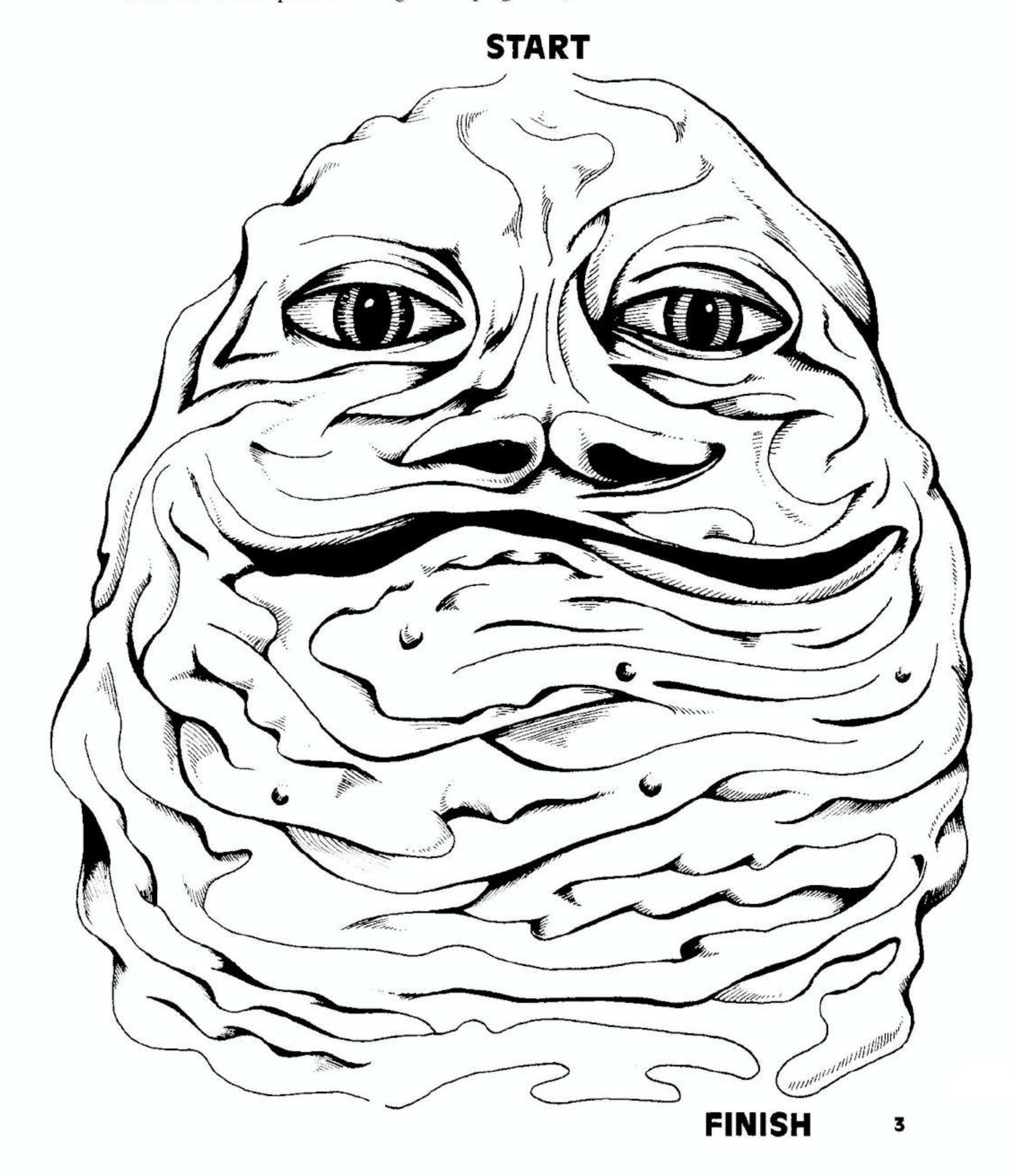
Activities by James Razzi

Illustrated by Daniel Kirk

HAPPY HOUSE BOOKS

JABBA'S MAZE

Jabba is an a-mazing creature, as you can see! Can you find your way through his face without crossing any lines? *(The answers to this and the other puzzles begin on page 47.)*



LUKE'S PERIL

Luke has fallen through Jabba's trap door and into the lair of the Rancor. Connect the dots and see why Luke is worried.



WHERE ARE THEY?

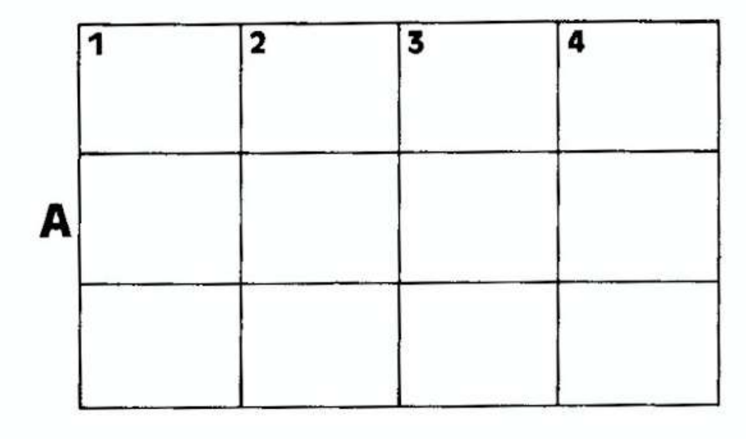
Jabba's evil guards are looking for Luke and Princess Leia, but they can't find them. Can you? Solve the clues and fill in the 3-letter words going down in each grid. When you're finished, you will see LUKE and LEIA.

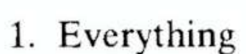




A

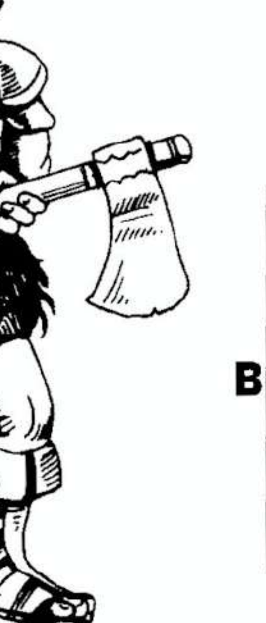
1. Sick
2. The brightest star
3. Snow-sport equipment
4. It unlocks.





B

1. Everything
2. It collects honey.
3. Work with a shovel
4. First name of *Millennium Falcon*'s captain



	1	2	3	4
B				

TOOTH FACE PUPPET FUN

Make your own Tooth Face puppet. It's easy—and lots of fu

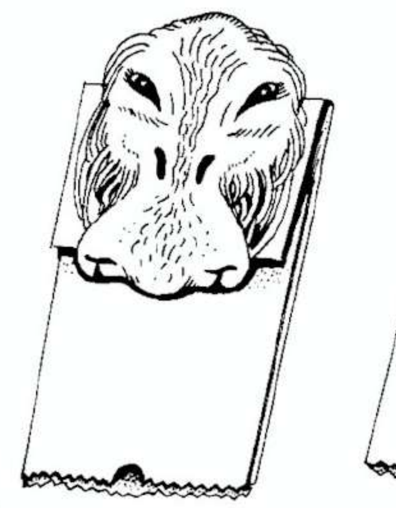
You will need:

Glue
Scissors
Crayons
A small, unused paper bag

1. Cut out pages 7 and 9 along the dotted lines. (Ask a grownup to help you with the scissors.)

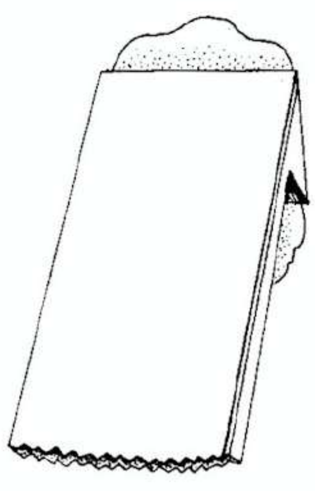
2. Color the head and jaw. Then cut them out along the outlines.

3. Center the head on the bottom flap of the paper bag and glue it on, as shown.





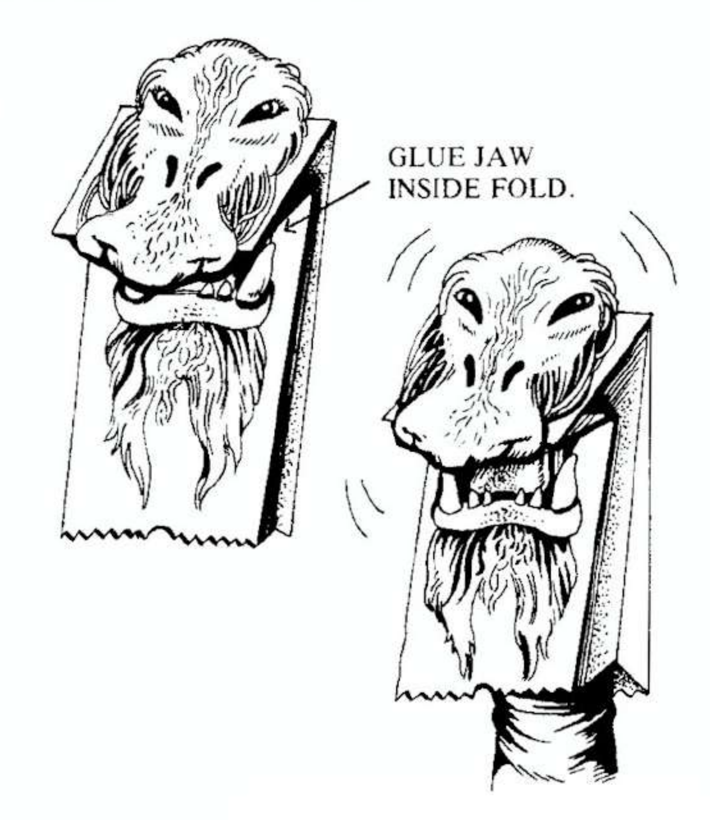
FRONT VIEW



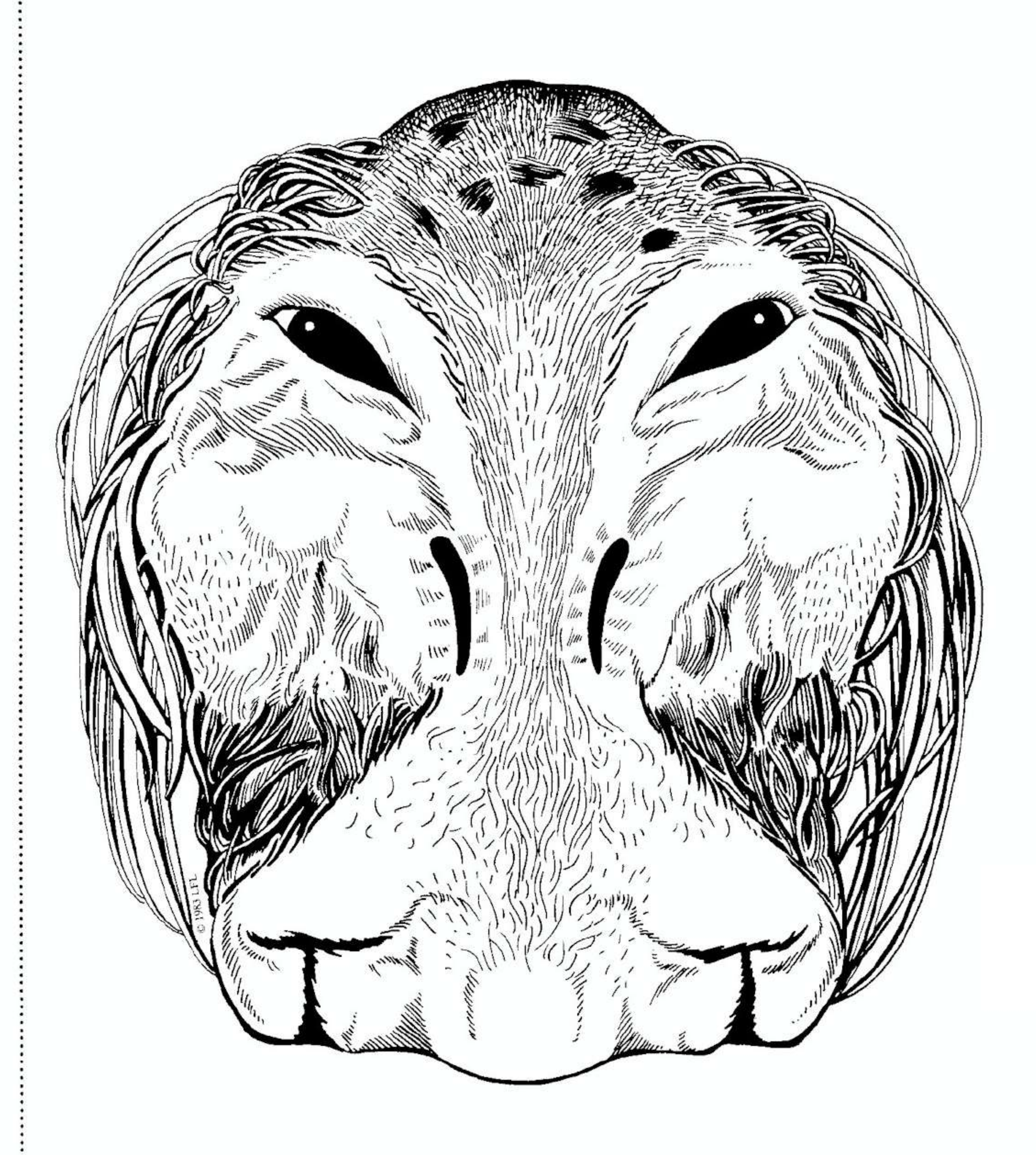
BACK VIEW

4. Glue the jaw inside the fold made by the bottom flap, as shown. Center it so that it is underneath the head.

5. To work your puppet, stick your hand inside the flap and move the flap up and down.

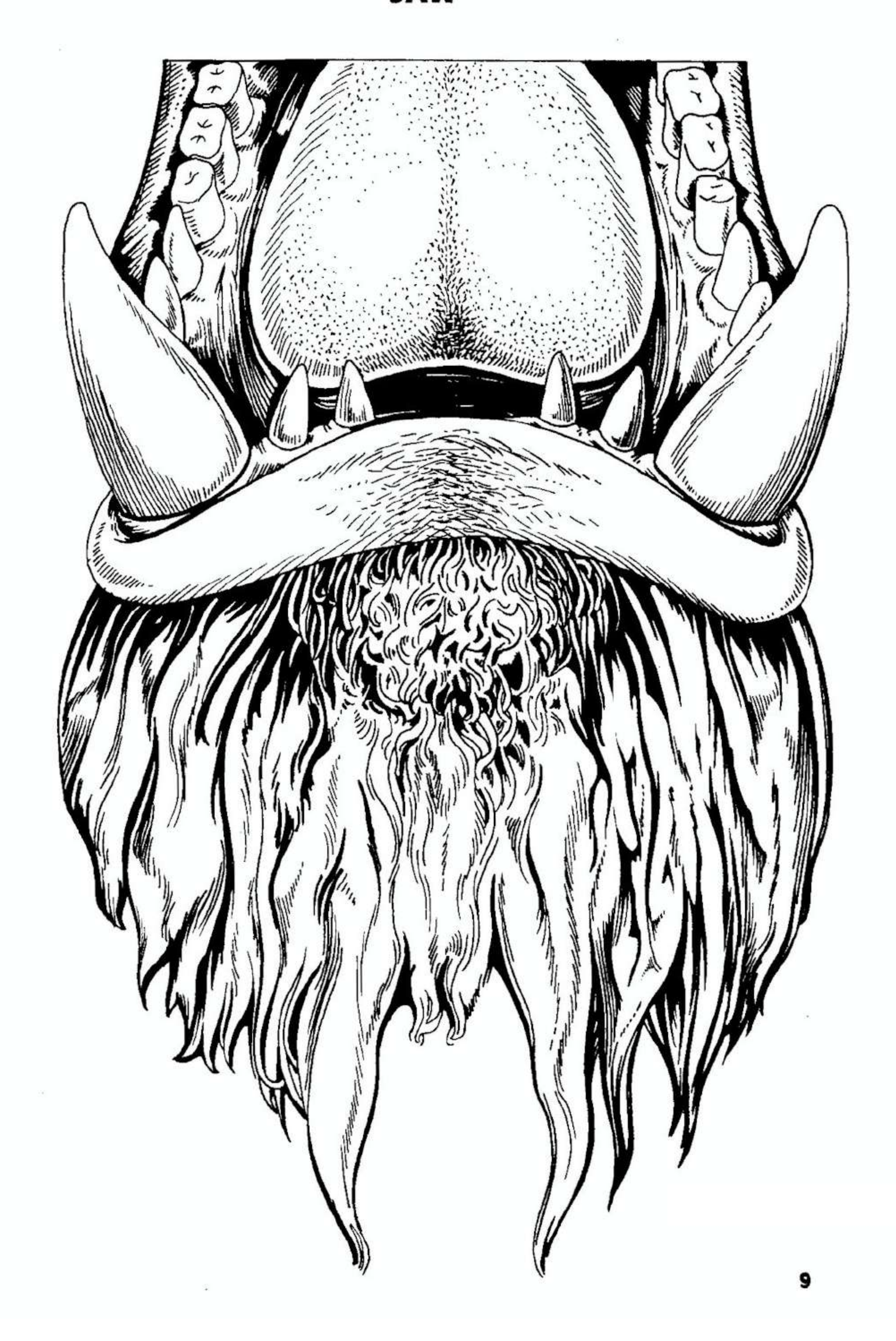


HEAD





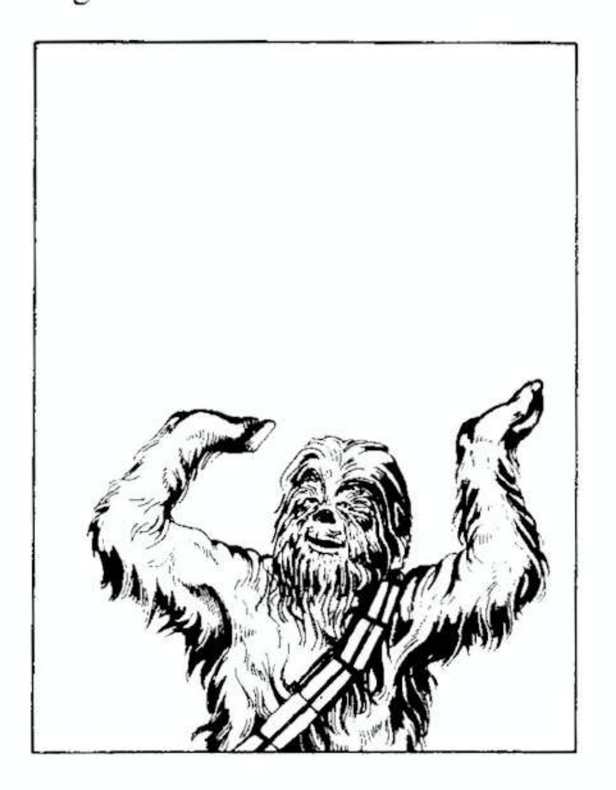
JAW





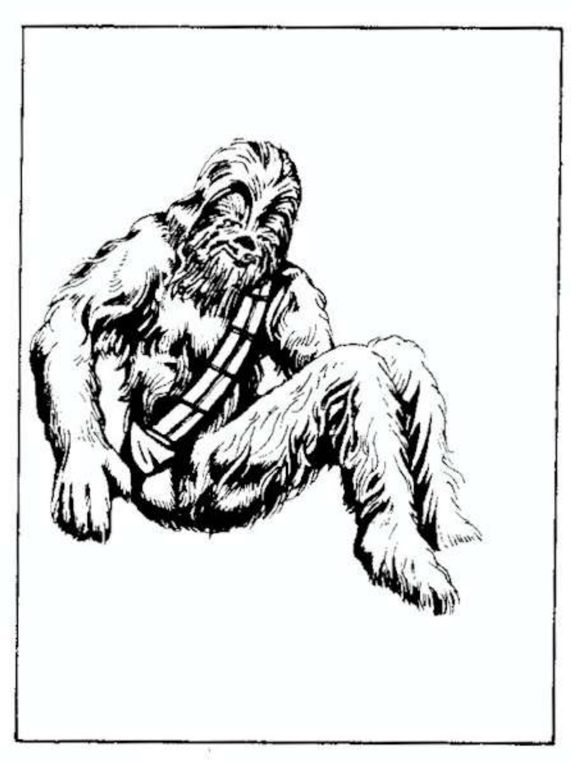
A FIGHT AT JABBA'S PALACE!

Chewbacca and Luke have their hands full in a fight with Jabba's monster guards. To see who's winning, hold this page up to the light.










WHAM!




OOOOF!


POW!

SALACIOUS CRUMB JIGSAW PUZZLE

For the instructions for this activity, turn the page.



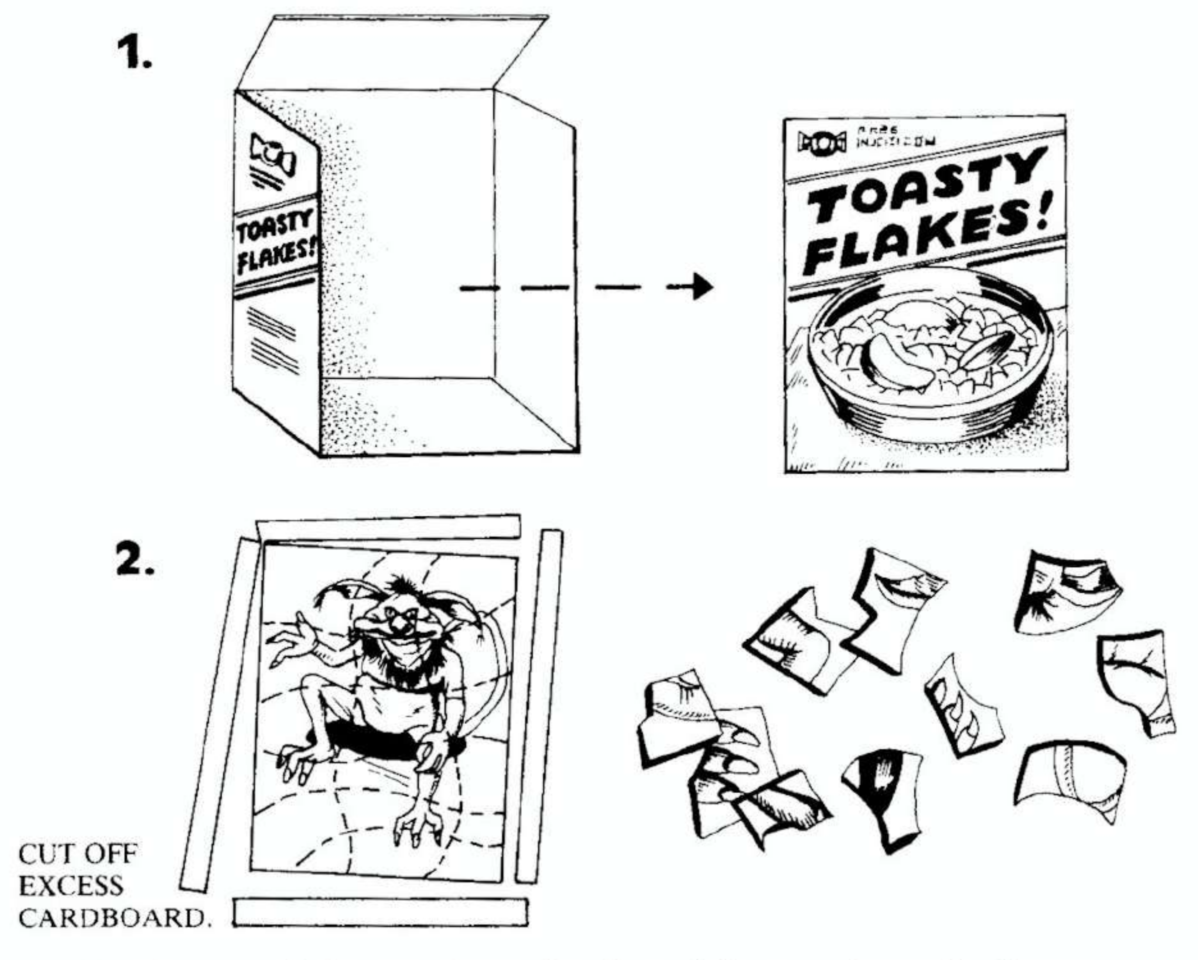
SALACIOUS CRUMB JIGSAW PUZZLE

Because you will be cutting up the back of this page, be sure to read all the instructions first before you begin.

You will need:

Glue
Scissors
Crayons
A piece of lightweight cardboard
(the back of a cereal box works well)

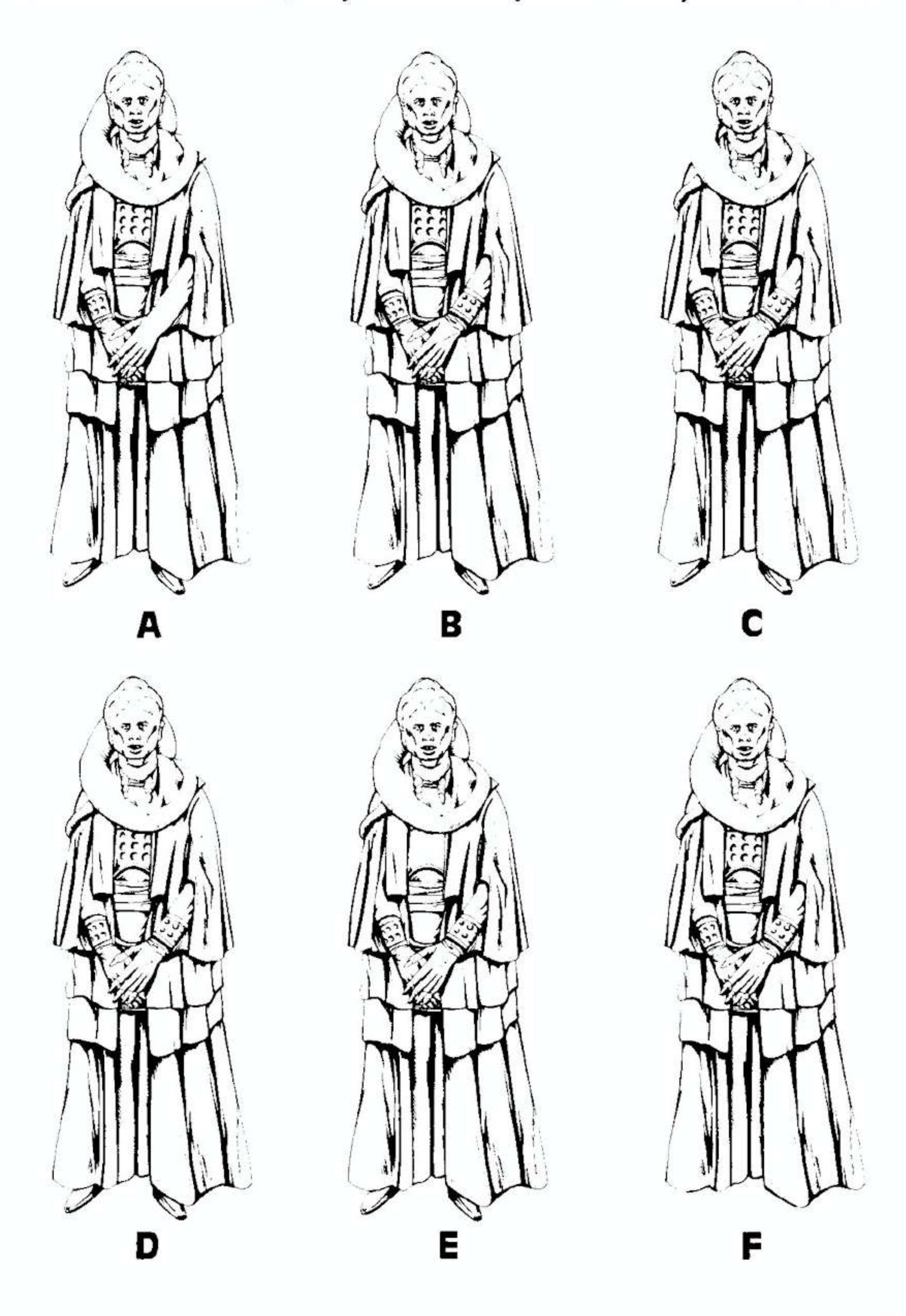
1. Cut out the picture on the back of this page, then color it. (Ask a grownup to help you with the scissors.) Glue the picture to the cardboard. When the glue is dry, cut off the excess cardboard around the outline of the picture.



2. Now carefully cut along the dotted lines to form the jigsaw pieces. Mix them up, then put your puzzle back together again! (You can store the pieces in an envelope when you are finished.)

FIND THE TWIN BIB FORTUNAS

What's worse than one Bib Fortuna? Six of them! However, of the 6 Bib Fortunas below, only 2 are exactly alike. Can you find them?



MONSTER MUNCHIES



Monsters love these delicious crunchy cookies, and so will you! Ask a grownup to help you.

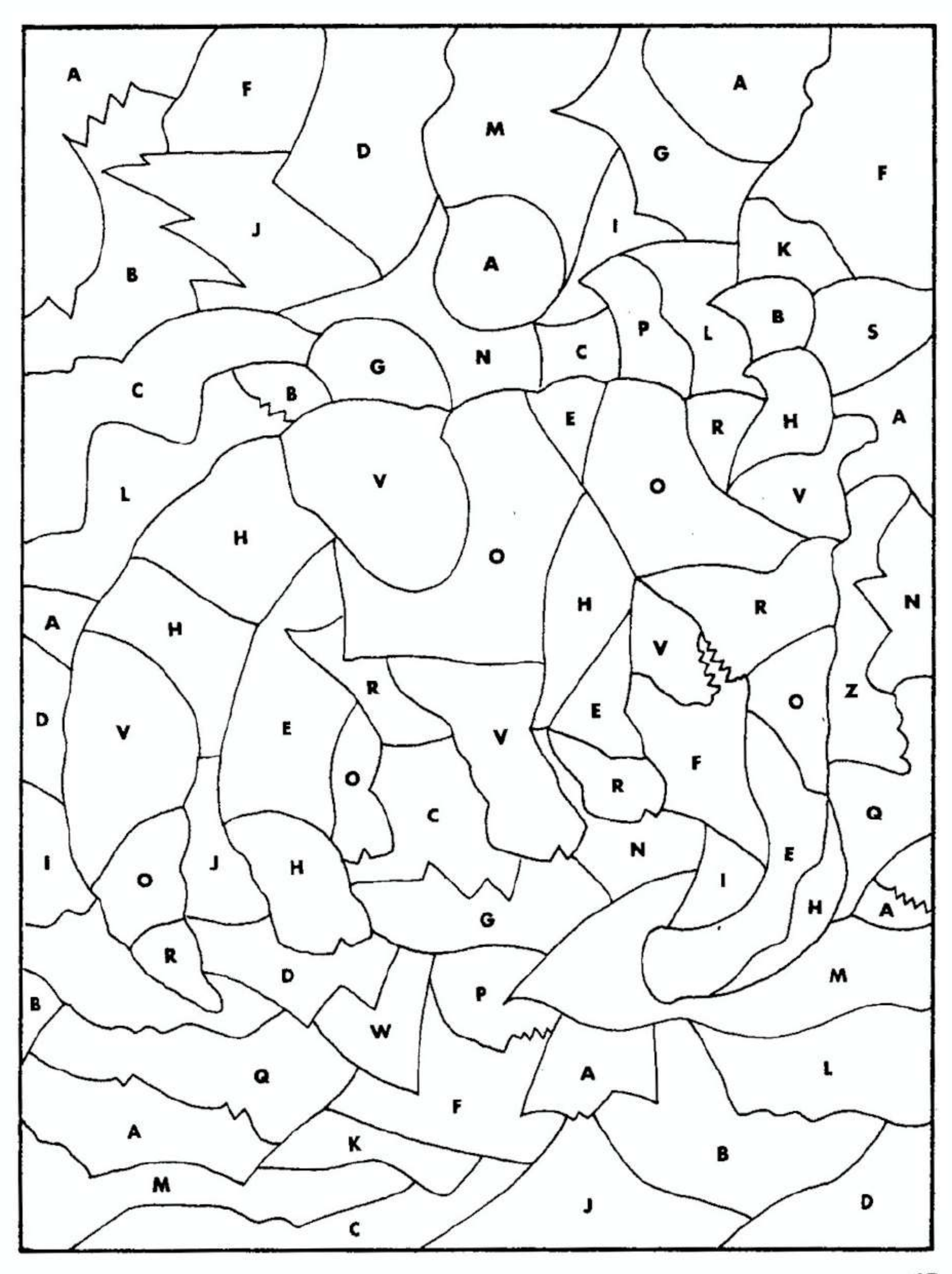
You will need:

2 cookie sheets
1/2 cup (1 stick) butter or margarine, softened
2/3 cup sugar
1 egg
1 teaspoon vanilla extract
3/4 cup all-purpose flour
$2\frac{1}{2}$ cups corn flakes, lightly crushed ($1\frac{1}{2}$ cups crushed)

1. Preheat oven to 350 degrees and lightly grease both cookie sheets.
2. In a large bowl, cream butter and sugar until well blended.
3. Beat in egg and vanilla extract. Slowly add flour, mixing thoroughly. Add crushed corn flakes and mix well.
4. Using a tablespoon, drop dough onto cookie sheet about 3 inches apart. Bake 12 to 15 minutes or until golden brown around edges and top springs back when lightly pressed with fingertip. Remove and let cool. Makes 25 cookies.

WHO GOES THERE?

One of the creatures in Jabba's palace is Hoover. With a pencil fill in all the areas of the drawing that contain the letters of its name. You will then see a shadow picture of the creature!



MULTIPLYING MONSTERS GAME

One monster plus 2 monsters can add up to trouble—but for you and your friend, this game can add up to fun!

How to play:

Each player needs 7 pennies for playing pieces. Decide who goes first. The first player covers one of the numbers below with a penny. Then the second player covers a number, and so on. Add up the total number of monsters after each number is covered. The player who covers the number that brings the total to 30 wins.

Sample game:

	Total number of monsters
Player A covers a 4.	4
Player B covers a 5.	9
Player A covers a 1.	10
Player B covers a 5.	15
This was a wrong move!	
Player A covers a 15 and wins!	

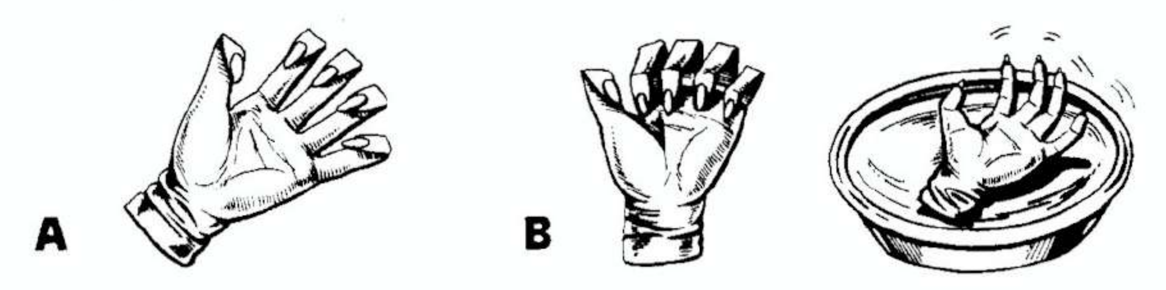
Remember to think ahead as you cover the numbers. Block your opponent before your opponent blocks you!

1	3	1	15	4
10	1	5	2	2
5	15	10	4	5
2	3	1	10	1

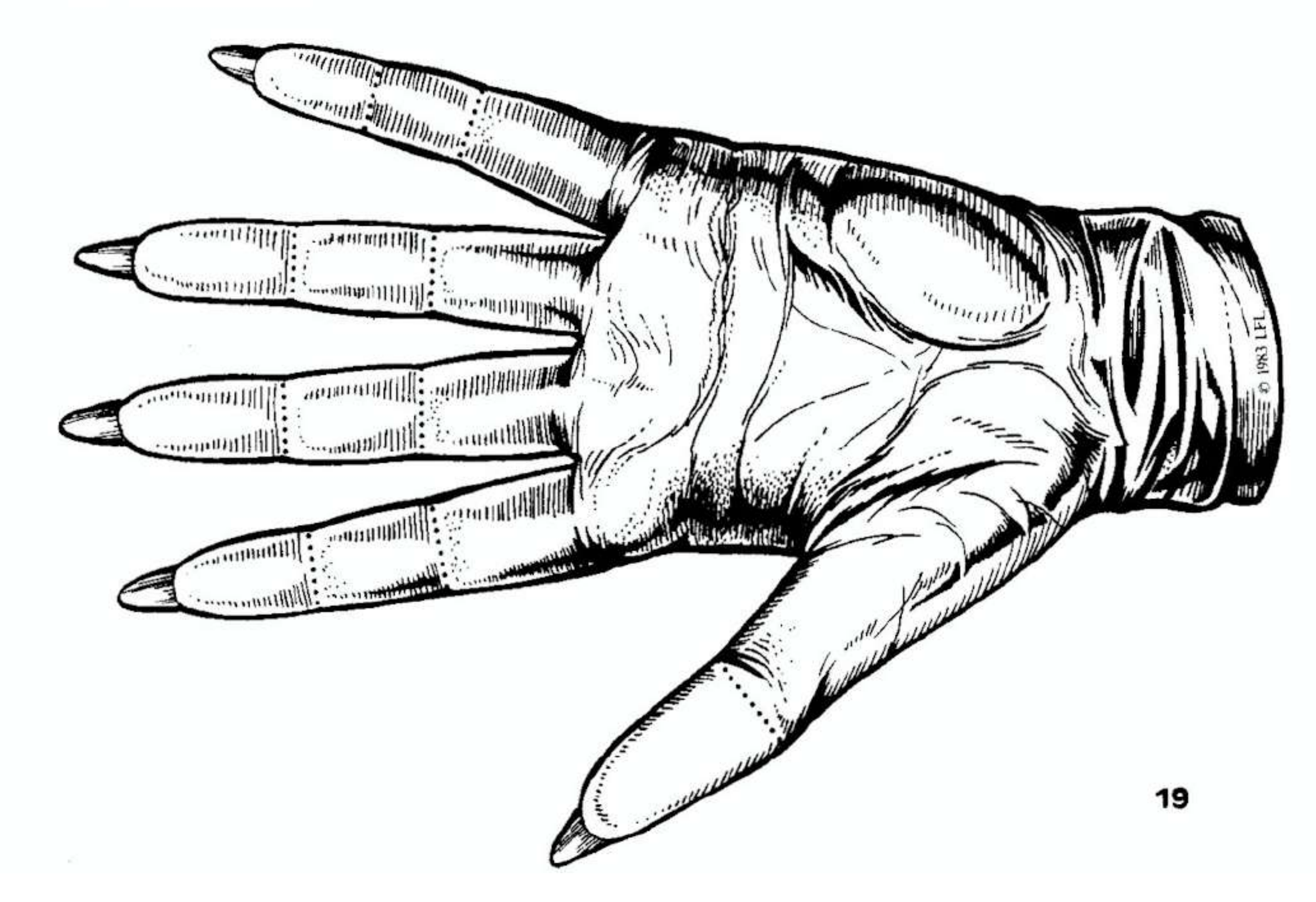
BIB FORTUNA'S HAND

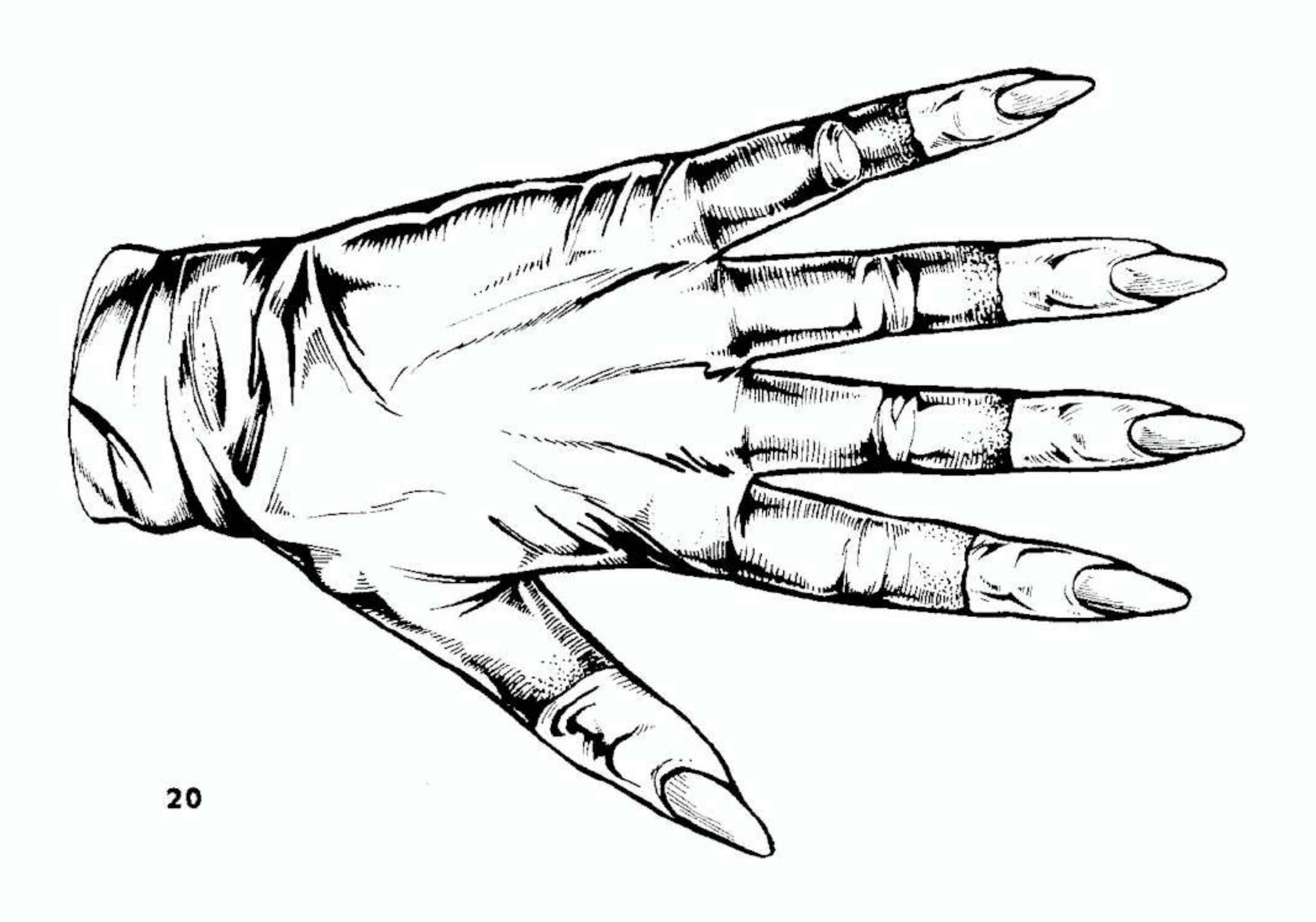
Watch Bib Fortuna's hand open and move as if it had a life of its own!

1. Cut this page out of the book along the dotted line. Then carefully cut out the hand. (Ask a grownup to help you with the scissors.)
2. Fold the fingers twice on the dotted lines, as shown in figures A and B. Fold the thumb down once. Crease the folds sharply so that they stay down.
3. Fill a soup bowl with water. Place the hand flat on top of the water. (Try not to let the hand sink or it won't work.)
4. Let go of the hand. After a few seconds you will see the fingers slowly uncurl and open. The hand's alive!



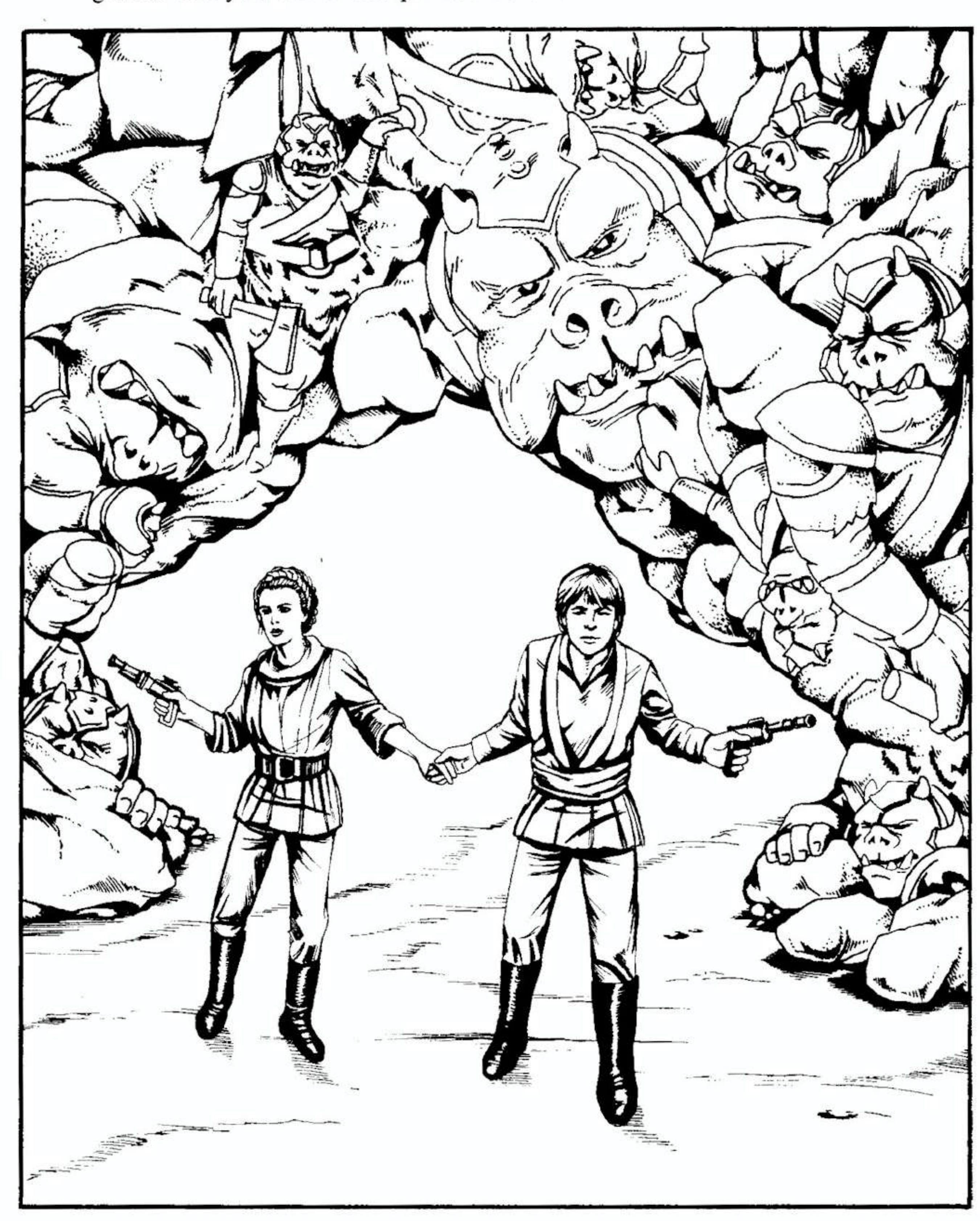
To watch the performance again, just let the hand dry, then repeat the instructions.





FIND THE GUARDS

The Rebels are trying to escape from Jabba's dungeon. Help them find the Gamorrean guards before the guards find them. How many guards can you see in the picture below?



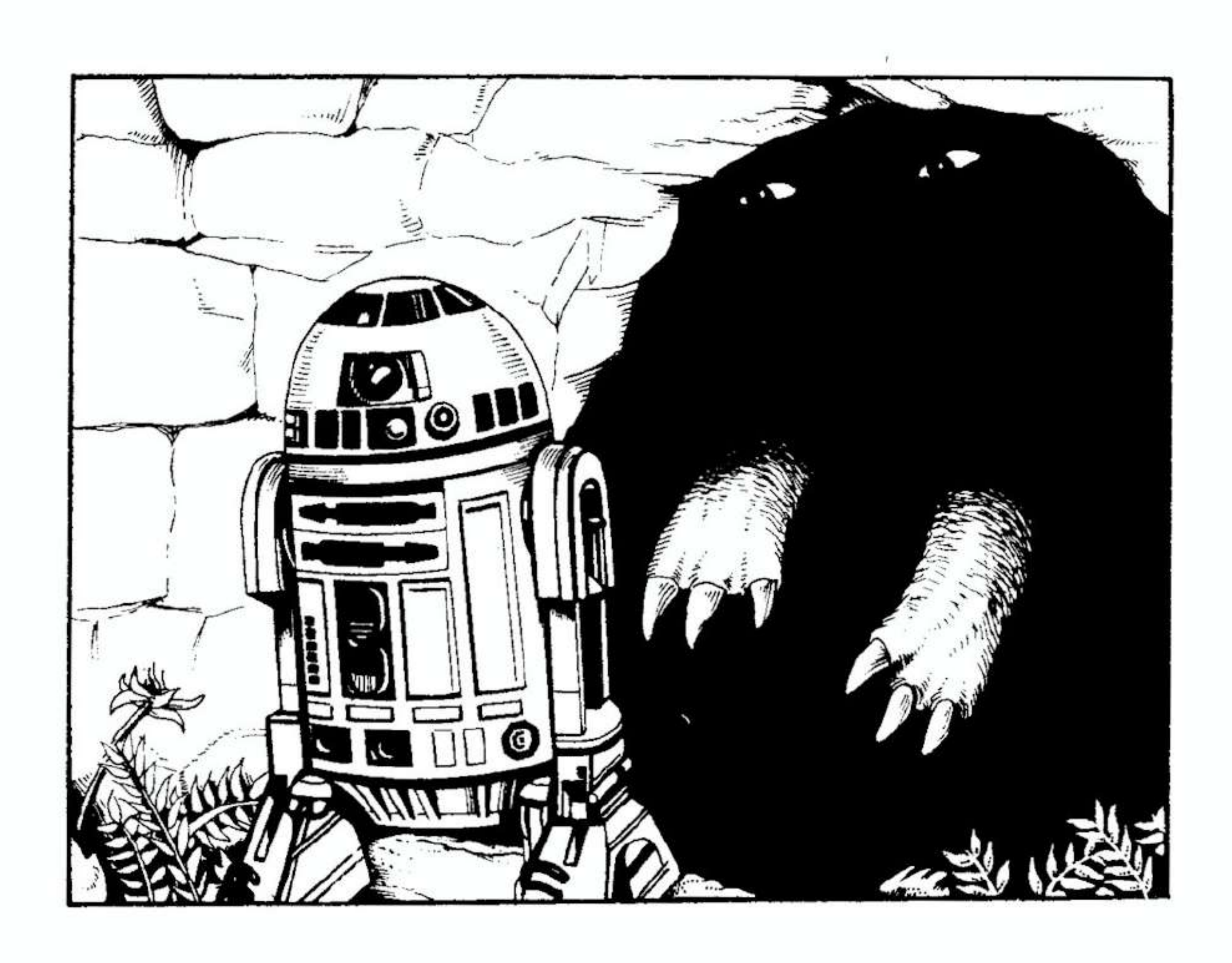
POOR R2-D2!

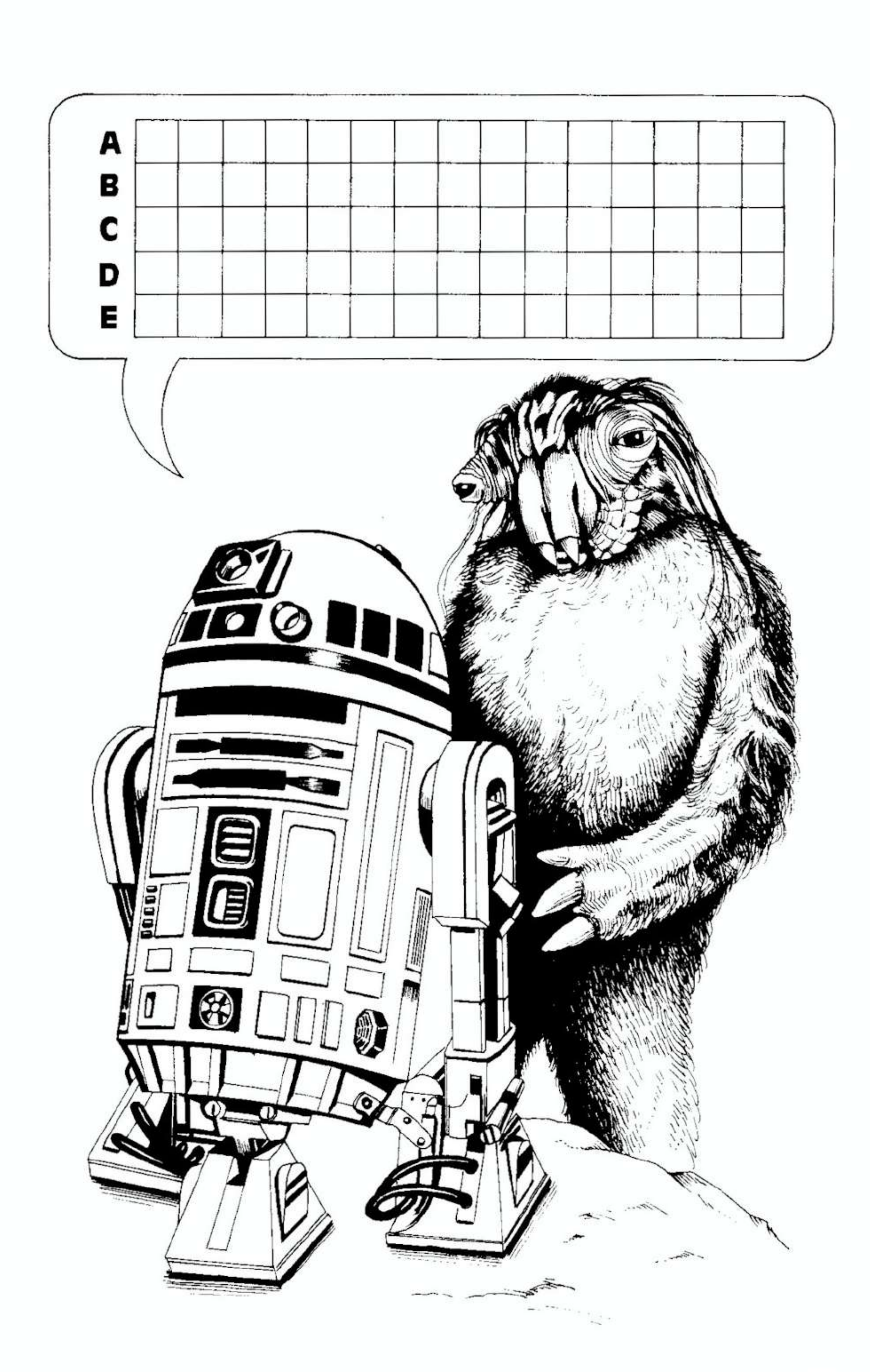
R2-D2 has fallen into the clutches of a slimy creature! What does he have to say about that?

R2-D2 talks in binary computer code. To find out what he is saying, just follow these instructions:

1. Transfer each line of the ON-OFF signals (1 = ON, 0 = OFF) to the same lettered line in the grid on the next page. (Put 1 signal in each box.)
2. Using a pencil, fill in all the boxes with a 1 (ON signal) in them. When you're finished, you will see what R2-D2 is saying.

A. 1 0 1 0 1 1 0 1 0 0 1 1 1 0 1
B. 1 0 1 0 1 0 0 1 0 0 1 0 1 0 1
C. 1 1 1 0 1 1 0 1 0 0 1 1 1 0 1
D. 1 0 1 0 1 0 0 1 0 0 1 0 0 0 0
E. 1 0 1 0 1 1 0 1 1 0 1 0 0 0 1




A
B
C
D
E

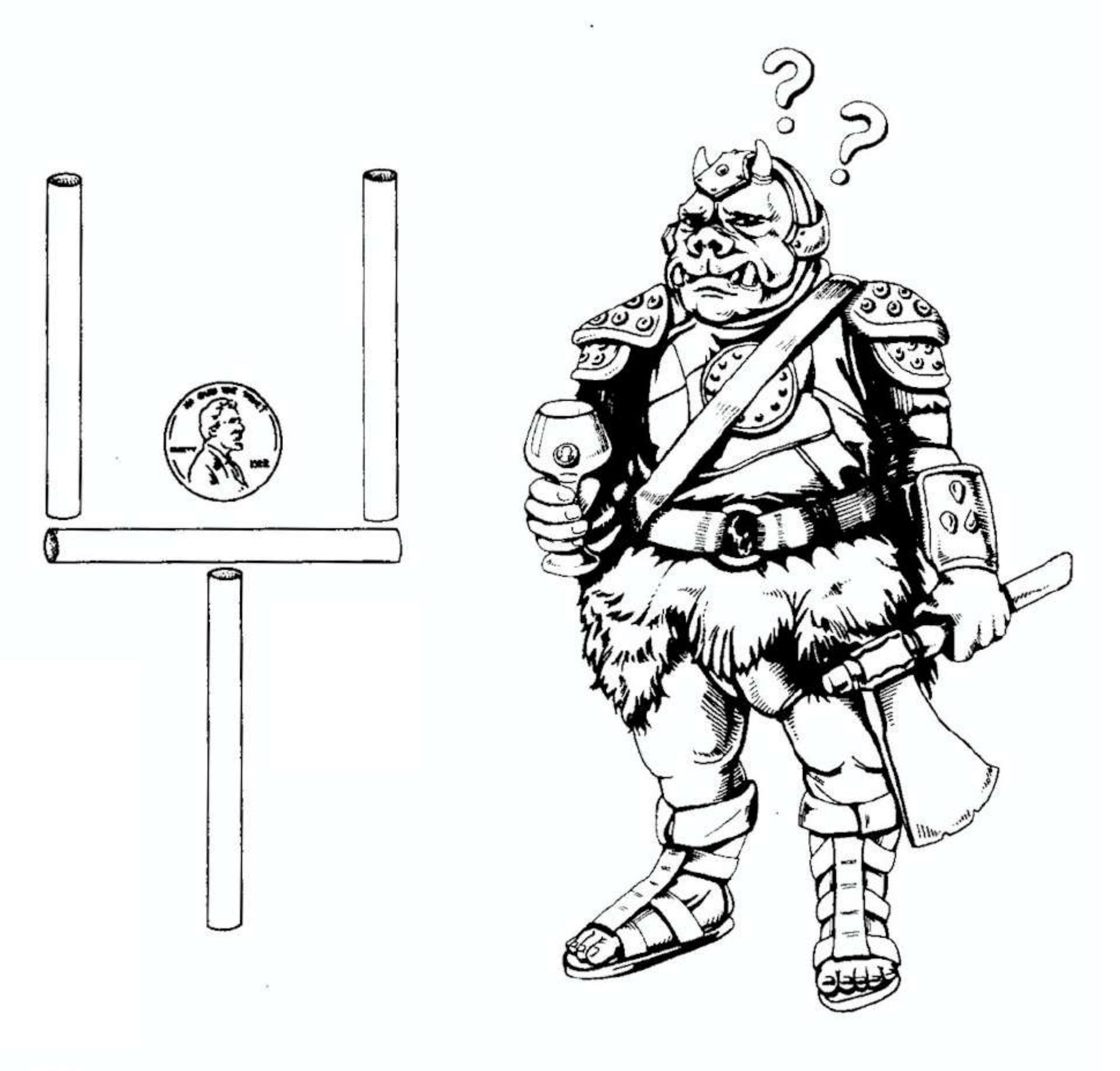
GAMORREAN GOBLET PUZZLE

The Gamorrean goblet puzzle is fun to solve and even more fun to try on your friends!

You will need:

Scissors
Two straws
A penny

Cut each straw in half so that you have 4 equal pieces. Arrange the pieces in the shape of a goblet and put the penny (the "cherry") inside, as shown. Without touching the cherry, can you move only 2 straws so that the goblet is turned upside down and the cherry is outside? Give it some thought—it's harder than it looks!

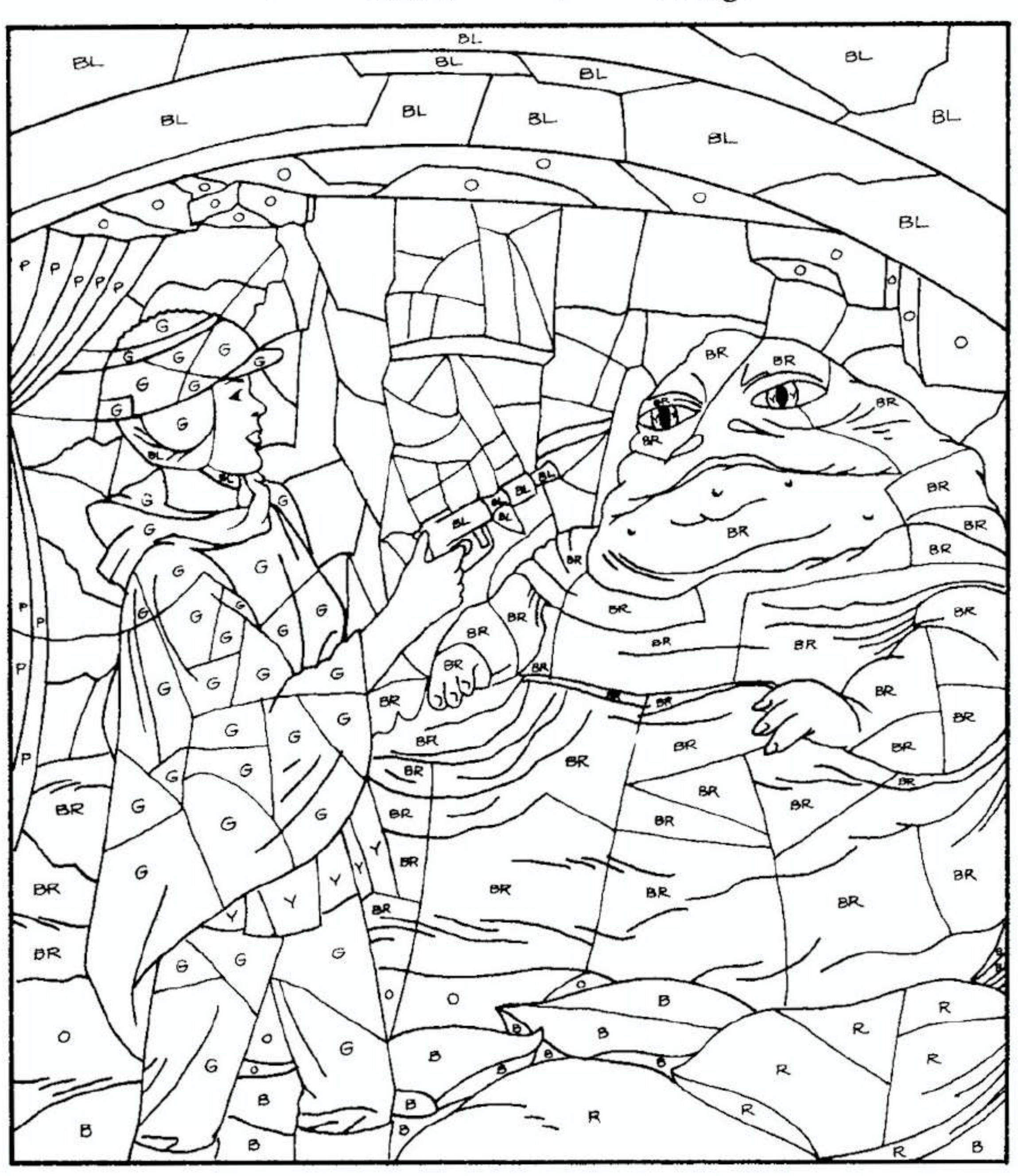


TO THE RESCUE!

What's happening here? Follow the color key and fill in this picture to find out.

Color Key:

R	= Red	P	= Purple
B	= Blue	BR	= Brown
G	= Green	BL	= Black
Y	= Yellow	O	= Orange



FOUR-LETTER FUN

Solve the clues and put the 4-letter words in grids A and B. When you do, you'll find that each grid reads the same across and down.

A (Across)

1. Toad
2. Used for tying
3. Not closed
4. Short for "gentleman"

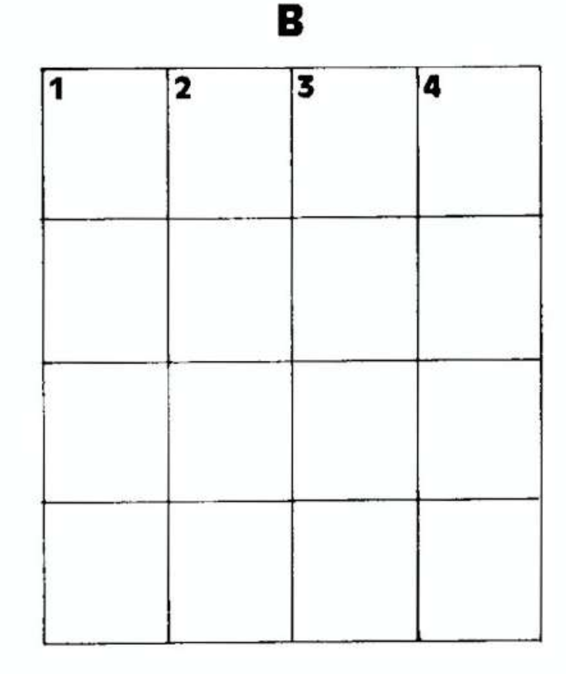
B (Down)

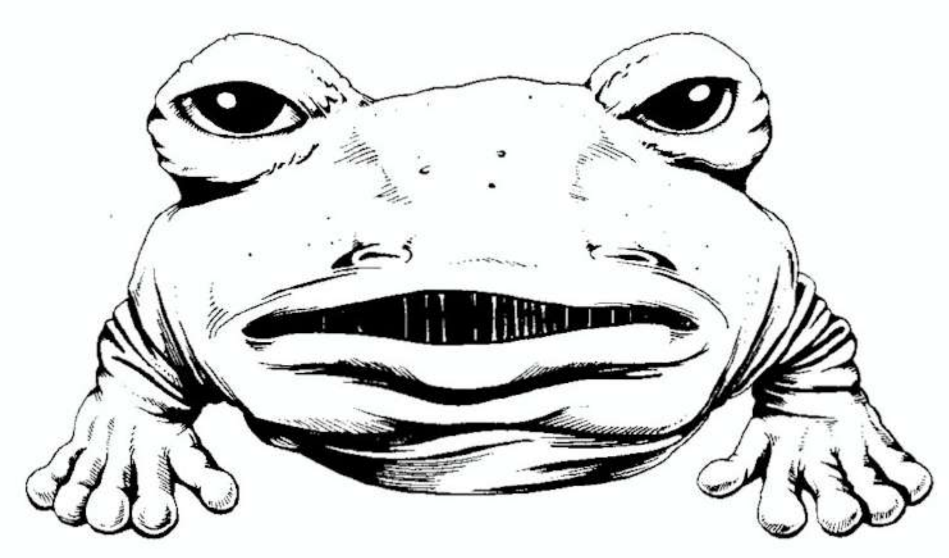
1. Not wild
2. "Ship ____!" (A call heard at sea)
3. Not less
4. What you see with

A

1			
2			
3			
4			

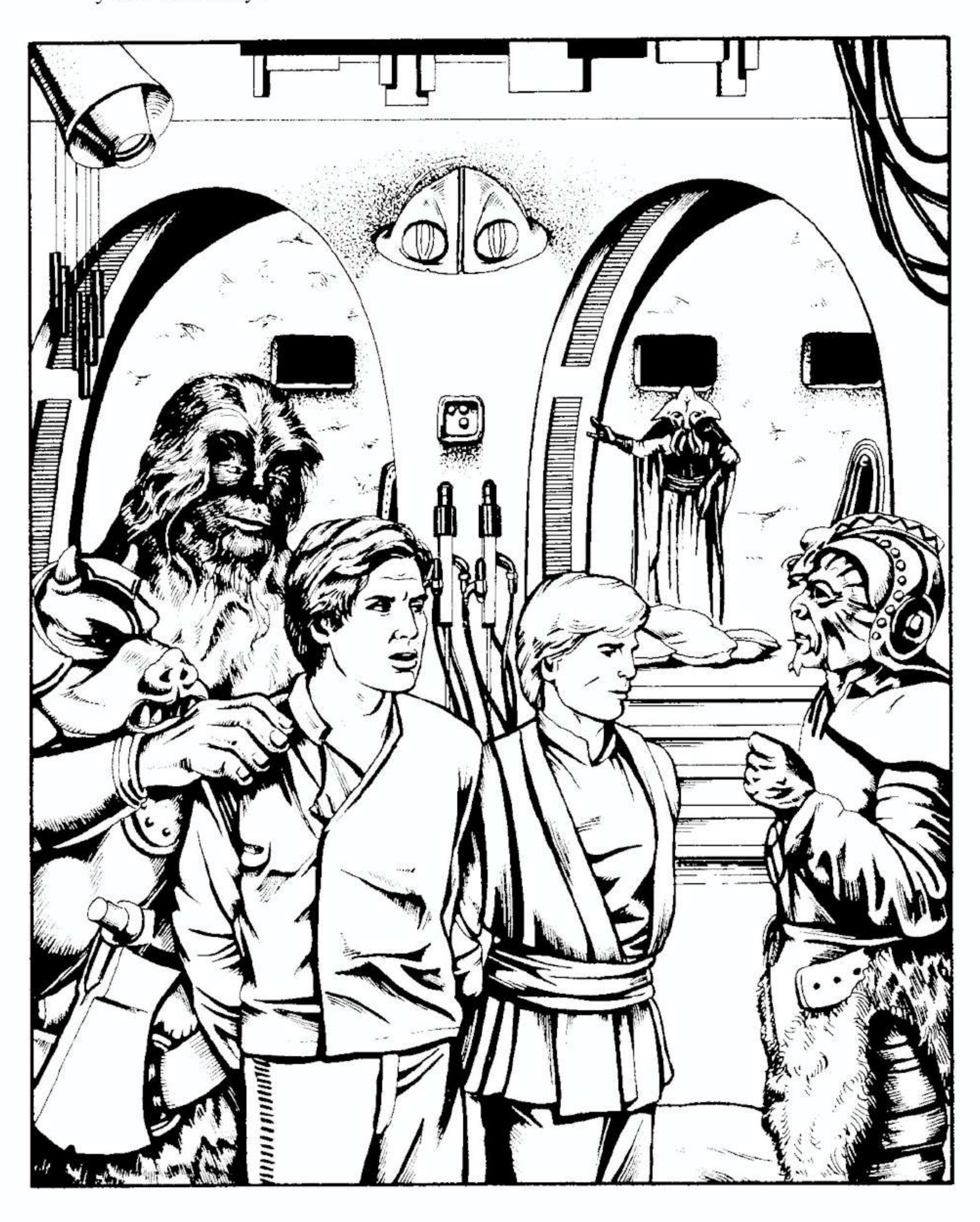
B





WHAT'S MISSING?

Study this picture for one minute. Then turn the page and test your memory.



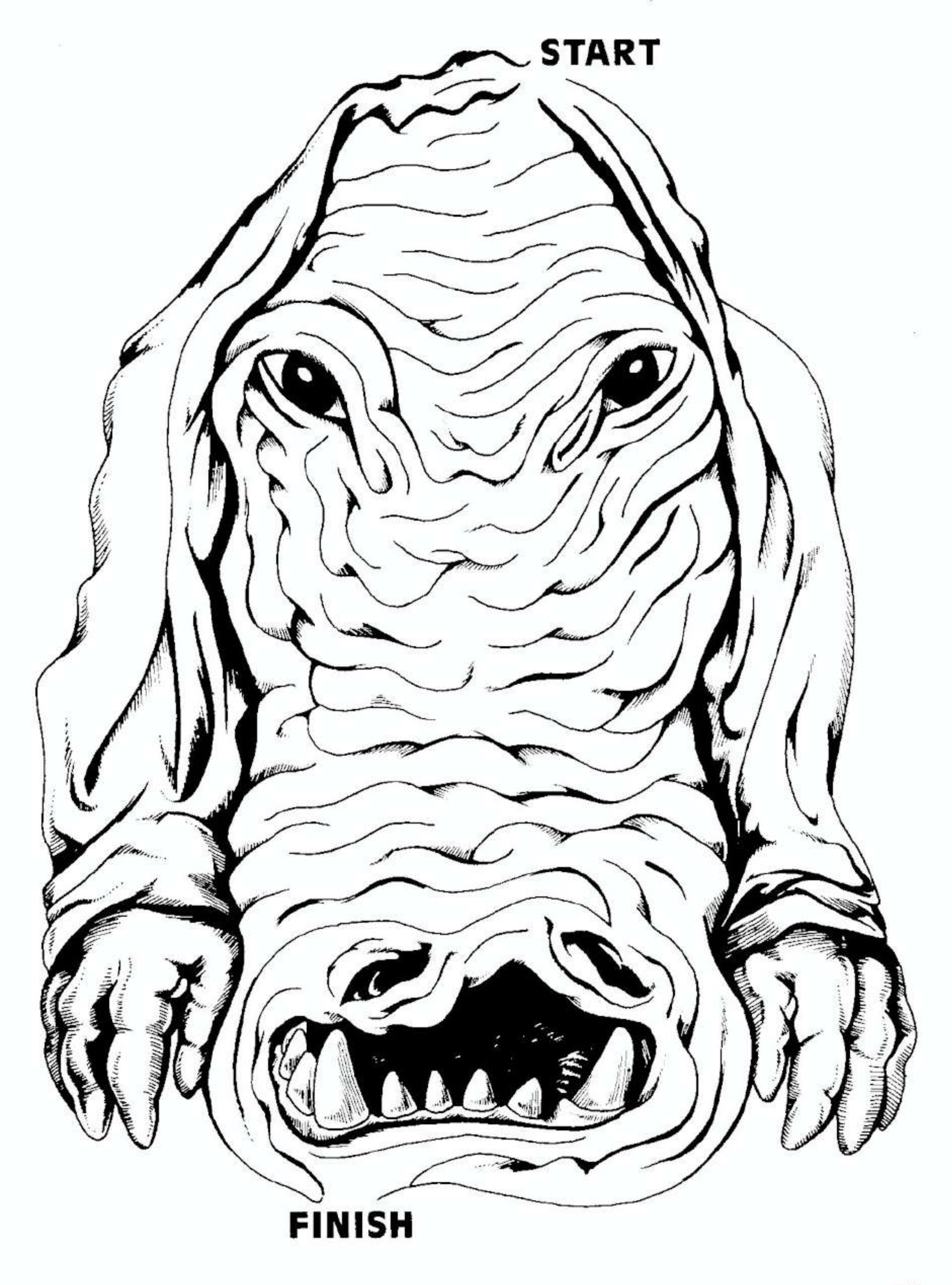
A MEMORY QUIZ

There are 6 differences between this picture and the picture on the preceding page. Can you find them? No fair looking back!

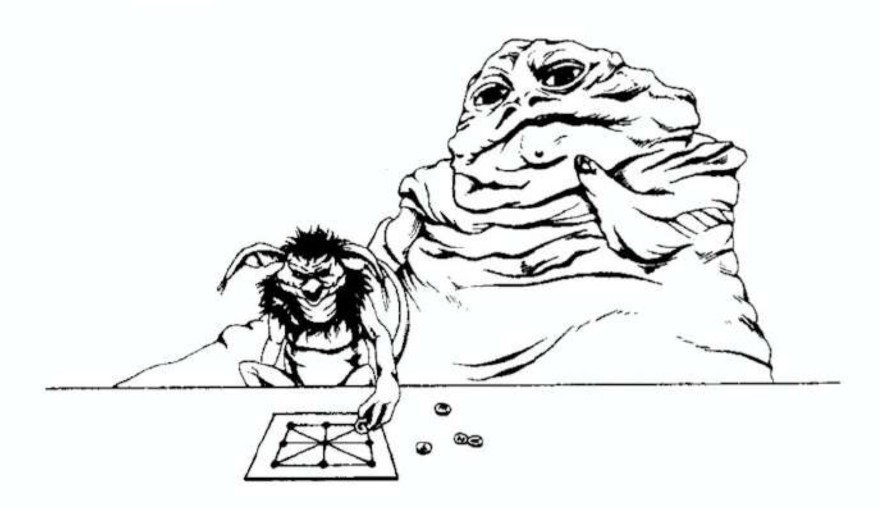


MONSTER MAZE

One of Jabba's creatures is waiting for you to find your way from START to FINISH. Remember, don't cross any lines!



JABBA'S WORD GAME

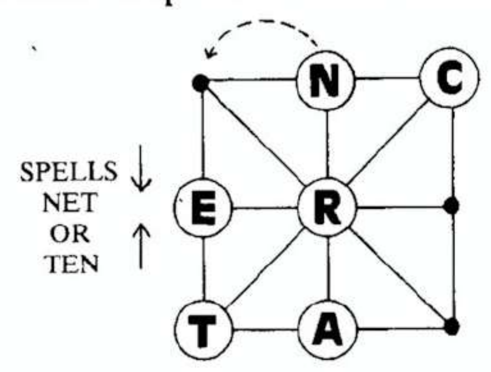


When Jabba gets bored, he challenges people to play his word game. You and a friend can play too!

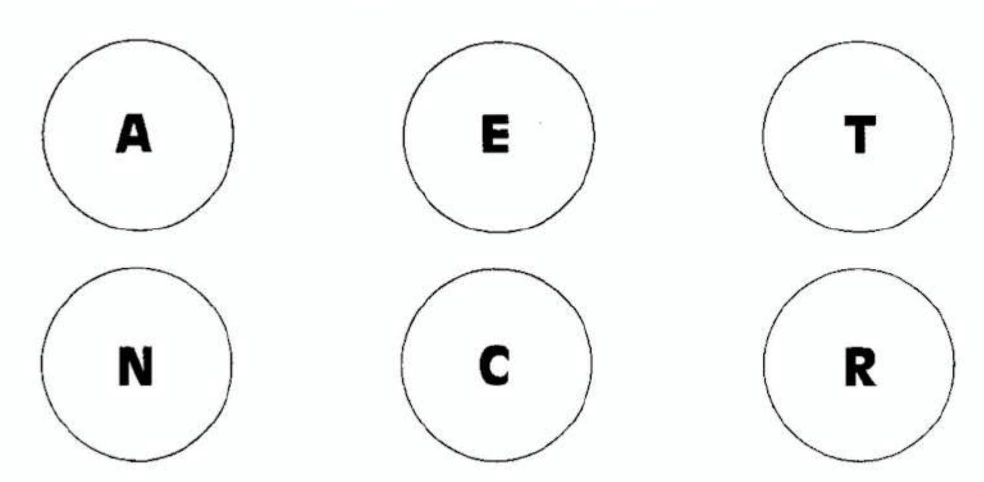
Cut out page 31 along the dotted line. (Ask a grownup to help you with the scissors.) Glue the page onto a piece of cardboard. When the glue is dry, cut out the game board and letter tokens.

How to play:

1. Decide who goes first. The object of the game is to form 3-letter words in a row with the letter tokens.
2. The first player puts his or her letter token on any dot. The second player does the same, and so on. Keep taking turns until one player spells a word. (Letter tokens may be moved around after they are all down.) The words can read up, down, across, and on a slant. The example below shows the word NET (or TEN) being spelled on the next turn. The idea is to block your opponent from spelling a word while you try to spell yours.
3. Score 10 points for each word. Whoever reaches 50 points first wins the game. But don't stop there—have a rematch!



LETTER TOKENS



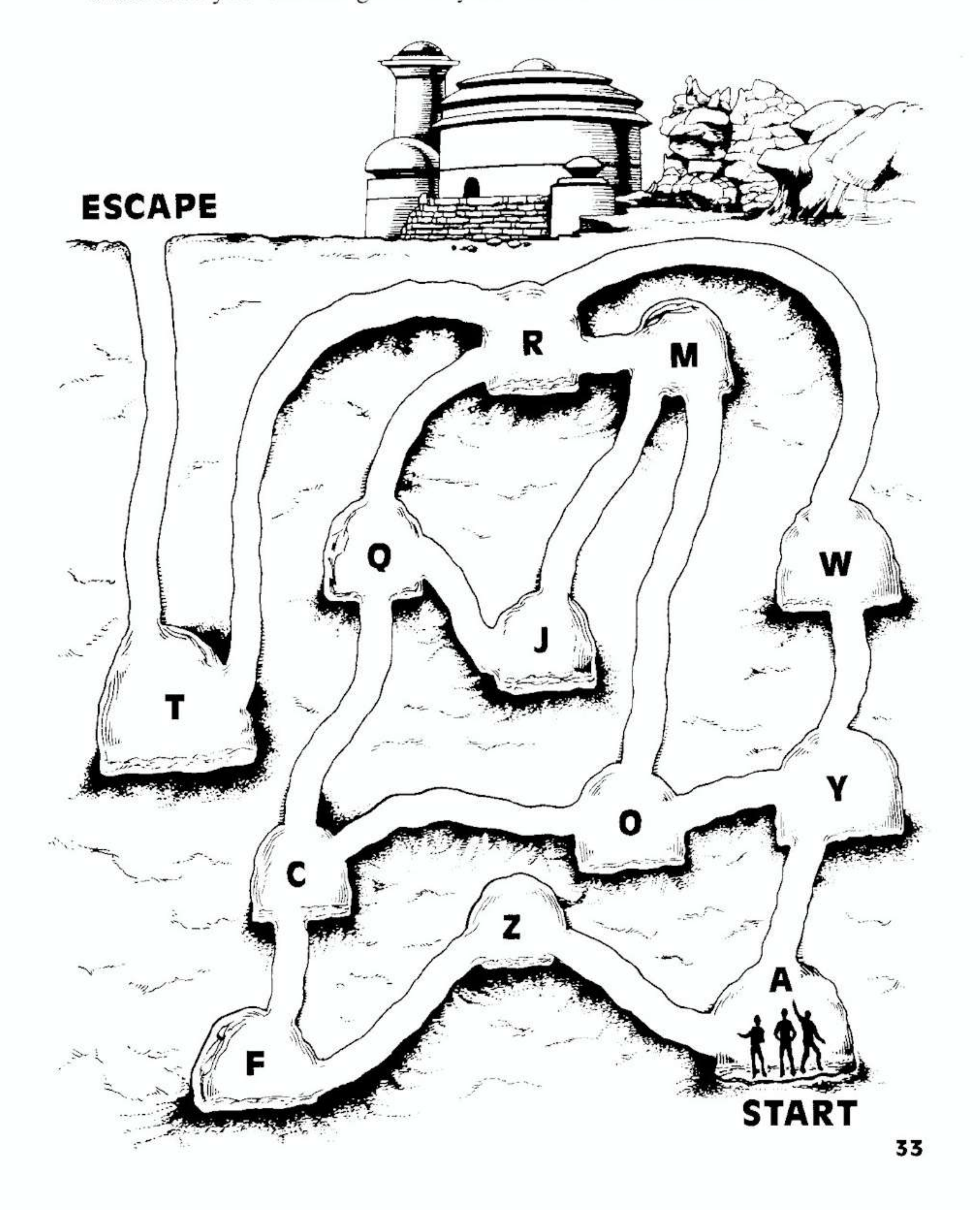
GAME BOARD



ESCAPE FROM JABBA!

Help the Rebels escape from Jabba's dungeons. Start at dungeon A and find your way to the exit marked ESCAPE.

There is a catch, however. You must pass through *each* lettered dungeon on your way out. But you cannot pass through a dungeon twice and you cannot go over your own line. Good luck!



GAMORREAN GUARDS' BOWLING GAME

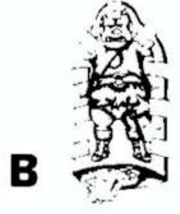
Make a bowling game that you can play right at home!

You will need:

Scissors
Crayons or colored pencils
Cellophane tape
Tissue paper or napkins
A small rubber ball

1. Cut out the next page along the dotted line. (Ask a grownup to help you with the scissors.)
2. Color the front and back of the Gamorrean guard, then cut them out. Line up the two parts evenly and tape them together by putting pieces of tape around the *outside* (figure A).
3. Break tissue paper into small bits and stuff the figure (figure B). Pack the tissue into the top so that the figure is nice and full, then continue into the middle and bottom. (It's not necessary to pack the figure all the way. You can stop about 2 inches from the bottom.) Now your figure is able to stand.
4. Repeat these instructions for the rest of the figures (pages 37–45).

A 

B 



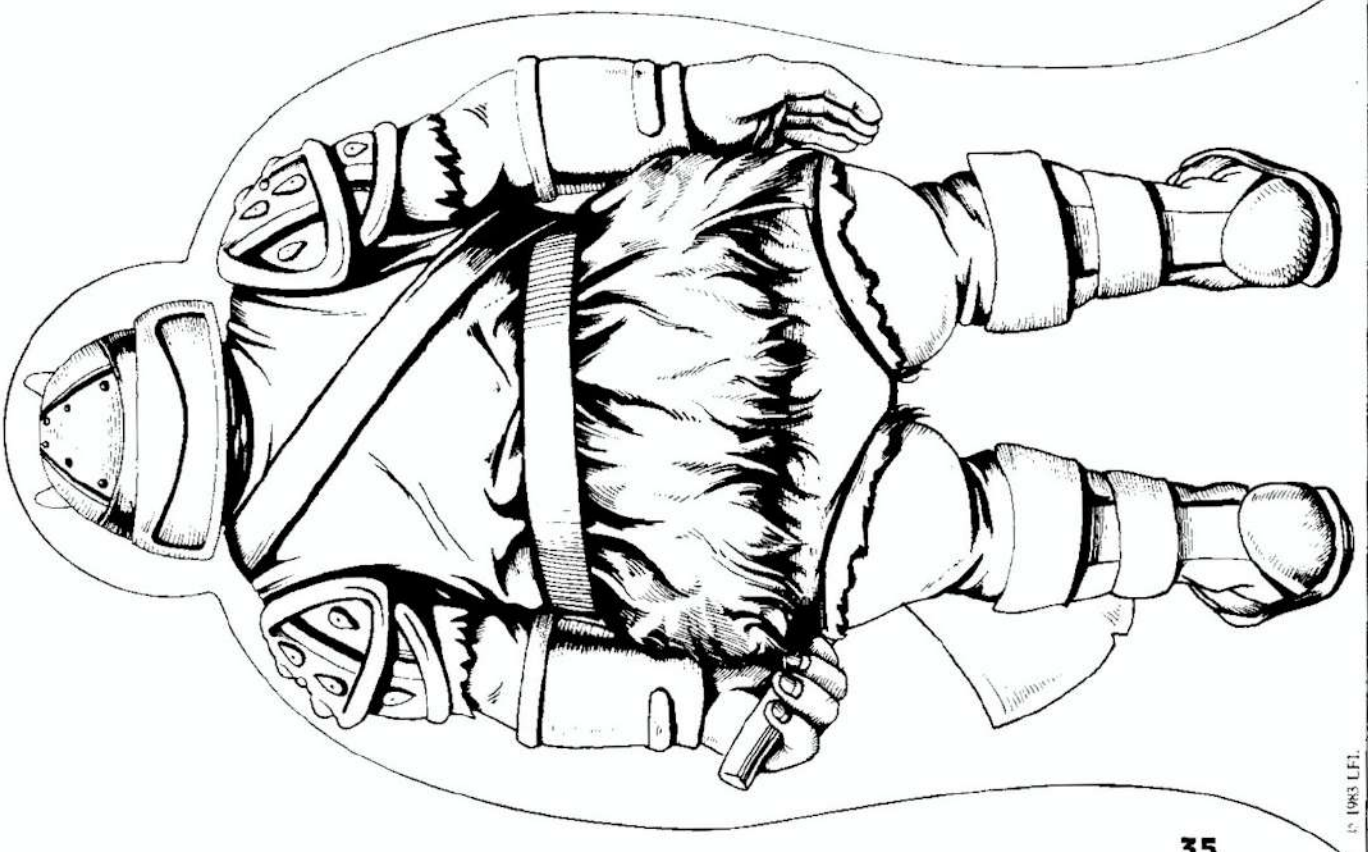
Now you are ready to bowl. Set up the figures in a triangle, as shown, and step a few feet away. Roll the ball at them. How many can you knock down at once? If you knock them all down, it's a strike!



You can play with a friend too. The first player rolls the ball and tries to knock all the figures down. Set up the figures again for the second player's turn. Score 1 point for each figure knocked down. A strike is worth 10 points. Whoever reaches 36 points first is the winner.

FRONT

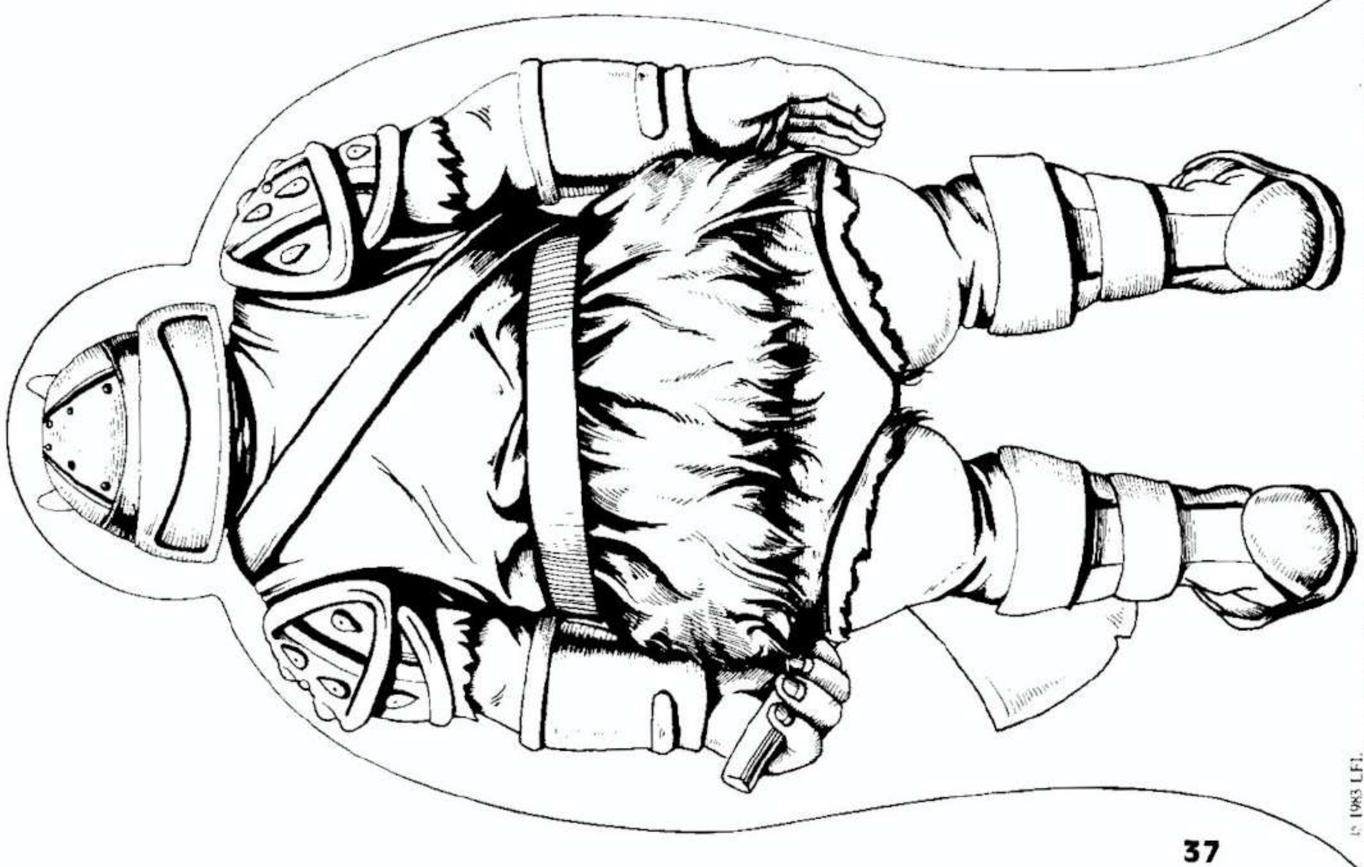
BACK





FRONT

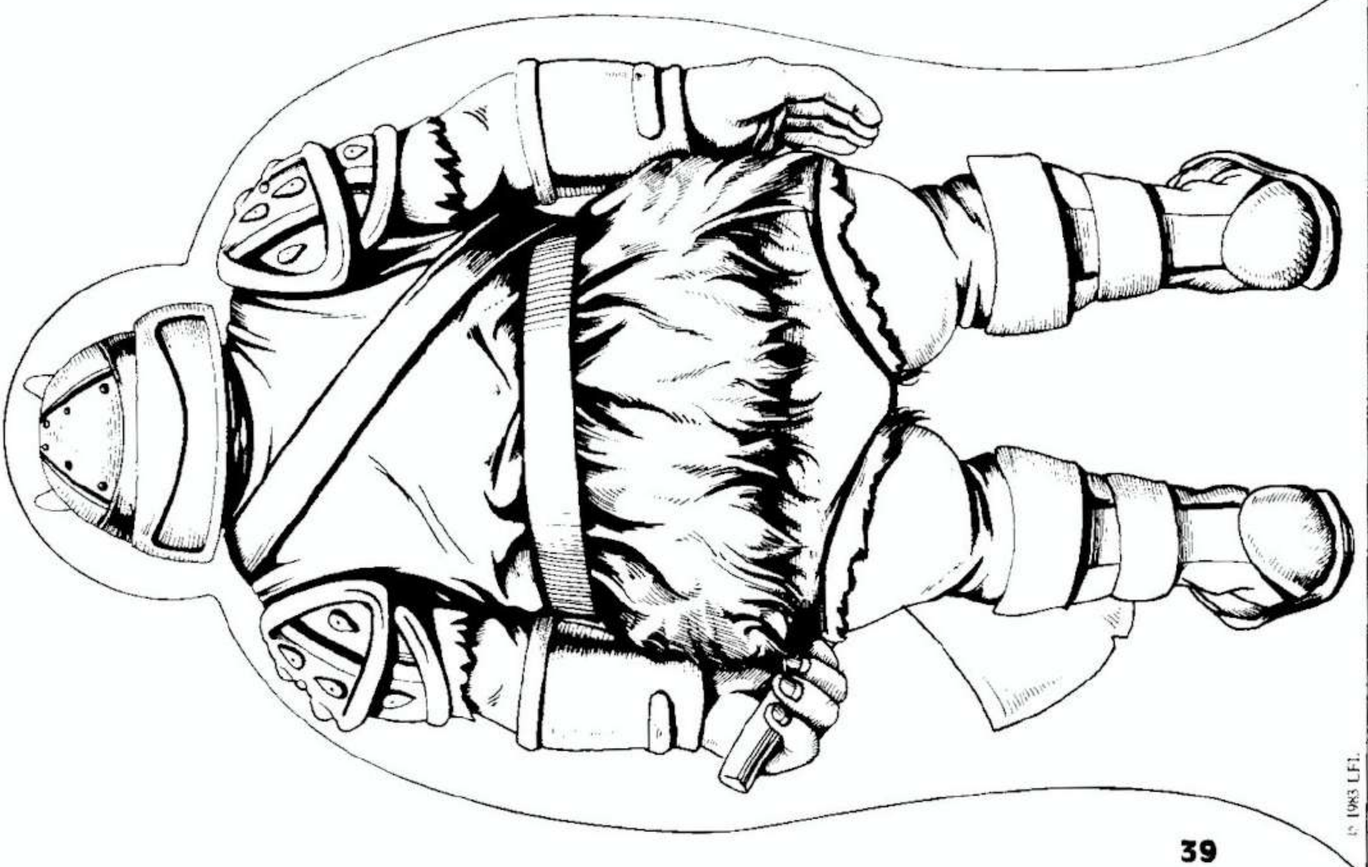
BACK





FRONT

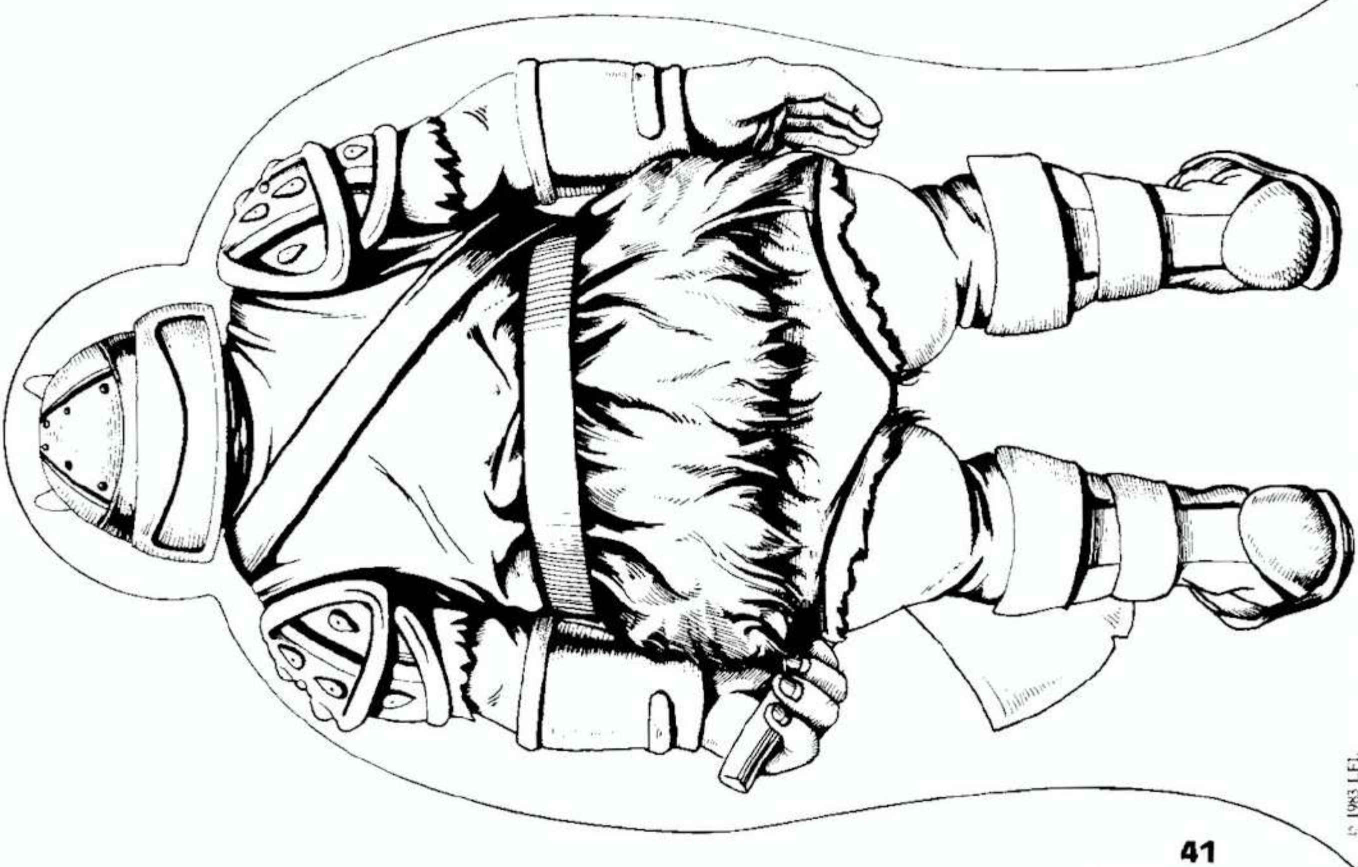
BACK





FRONT

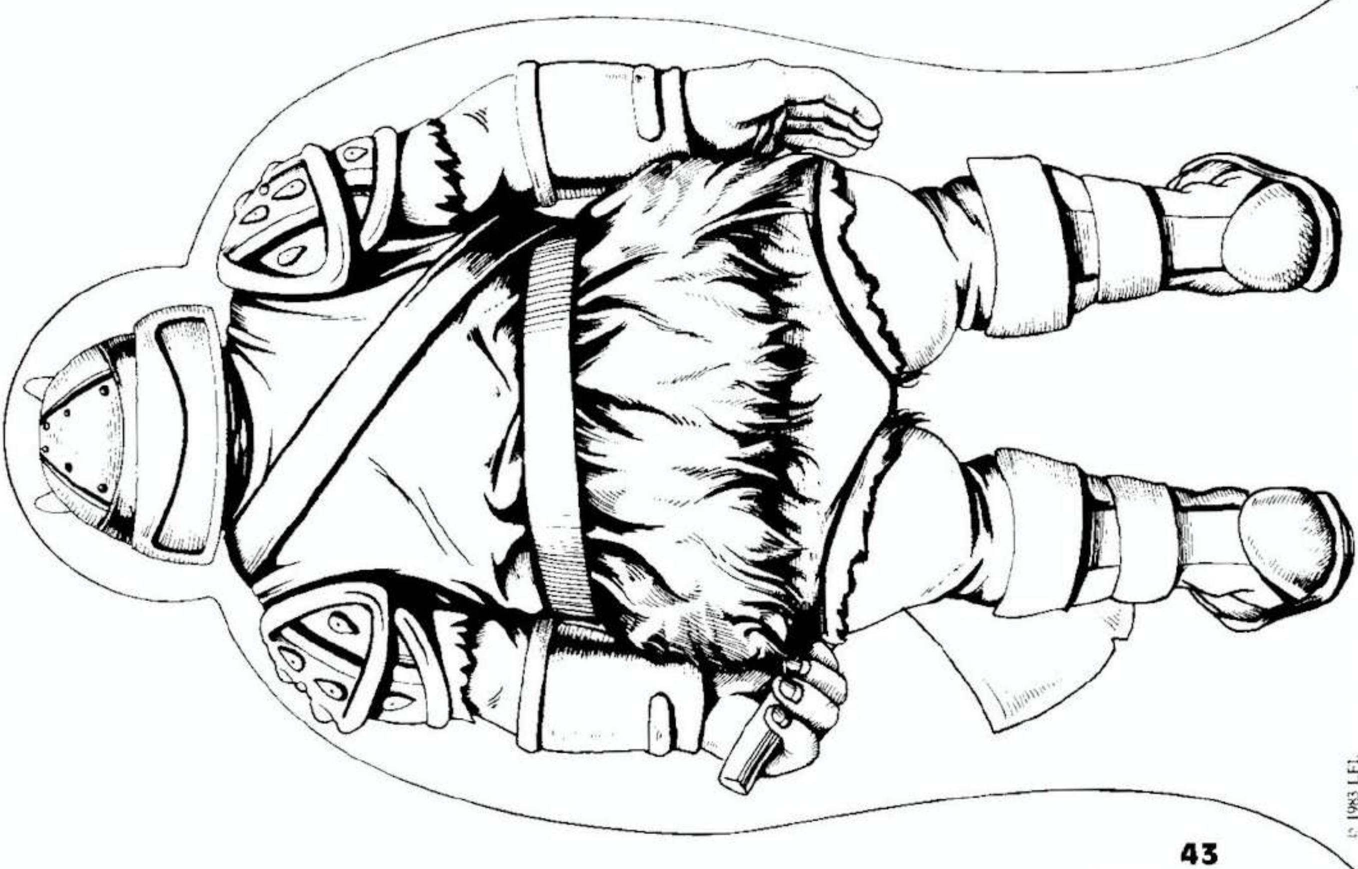
BACK





FRONT

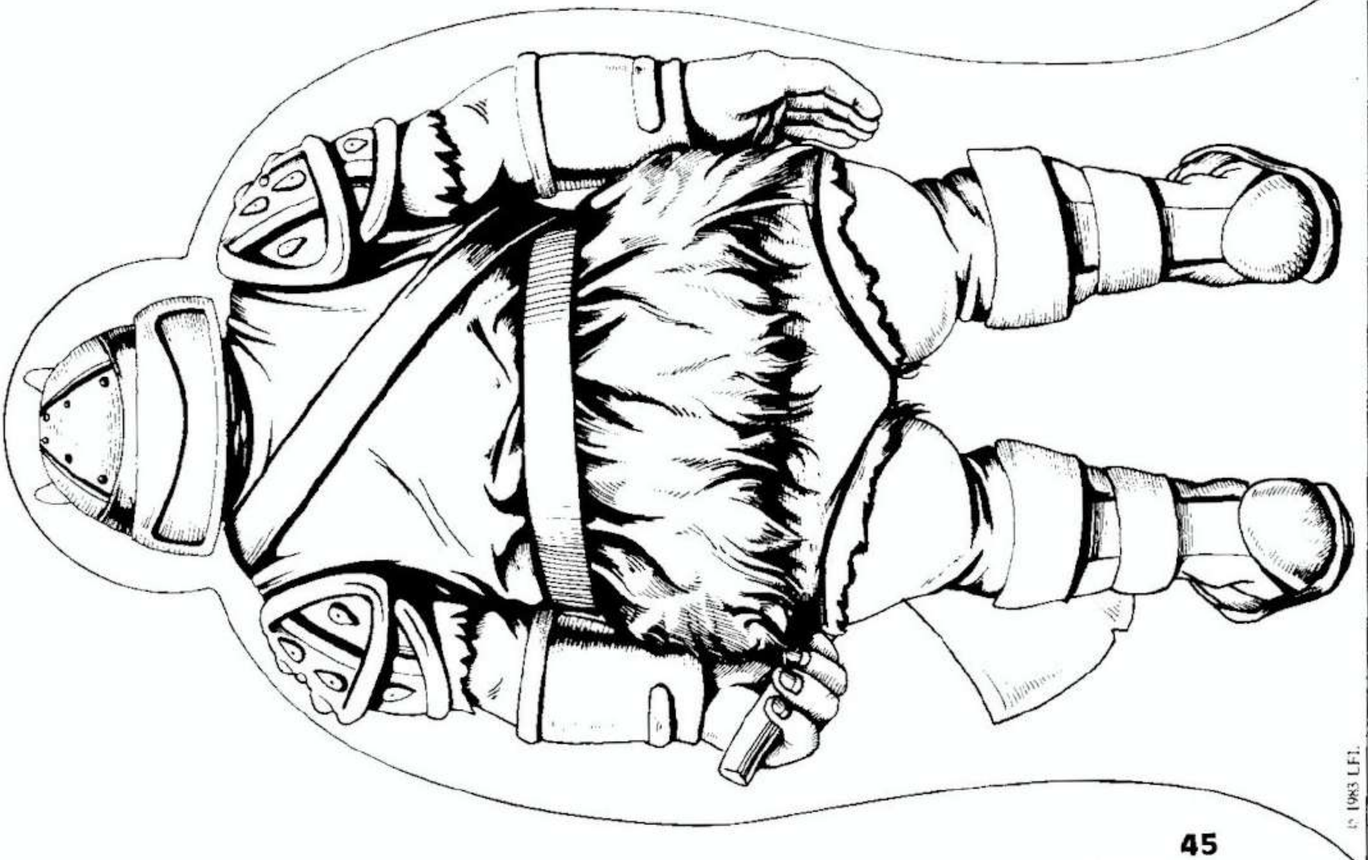
BACK





FRONT

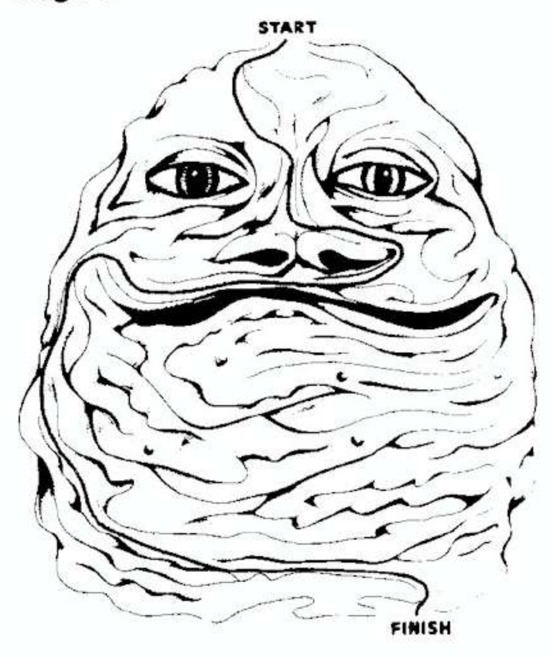
BACK



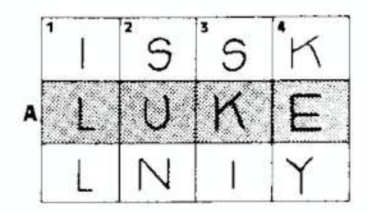


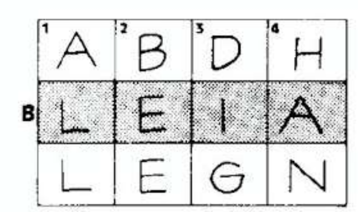
ANSWERS

Page 3



Page 5





Page 15

Figures B and D are alike.

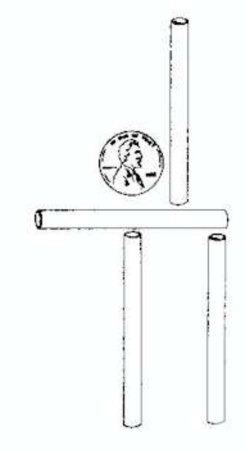
Page 21



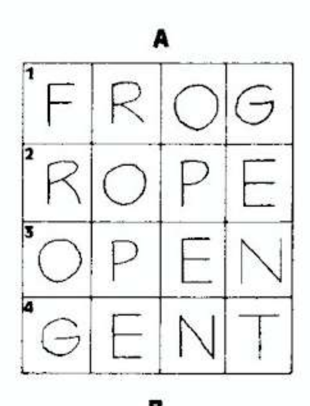
Page 22

HELP!

Page 24

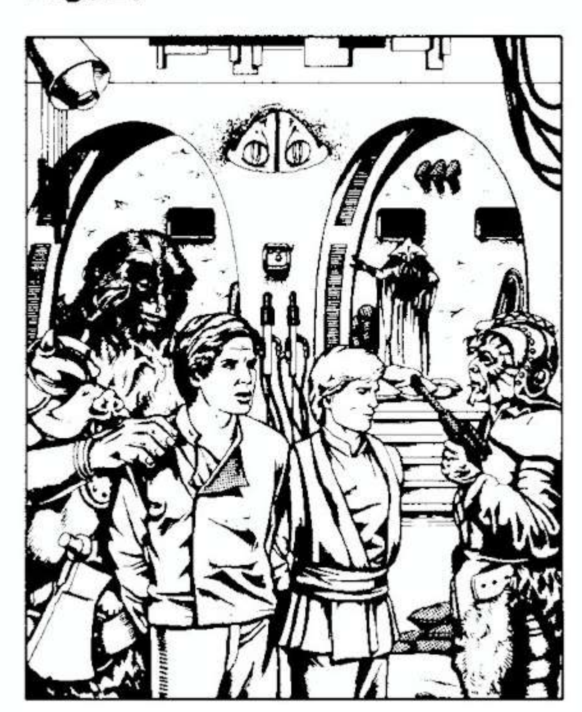


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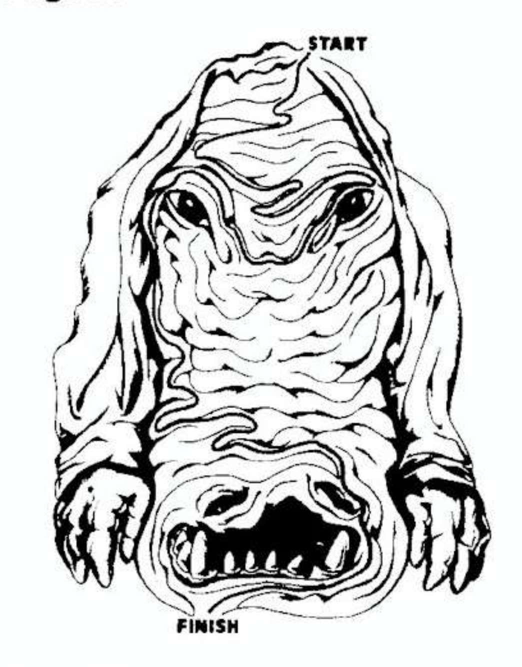




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Page 29



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